NINJA GAIDEN 13-Page Guide | METROID ZERO MISSION Level Maps | CHAMPIONS OF NORRATH™ Cheat Code

ONIMUSHA BLADE WARRIORS STRATEGY GUIDE Secret Characters

TIPS & TRICKS

OVER 4,000 VIDEO-GAME SECRETS

THE #1 VIDEO-GAME TIPS MAGAZINE

GC 50229

MAY No. 111 2004

GAMECUBE STRATEGY

POKÉMON COLOSSEUM

OVER 25 NEW GAME PREVIEWS

YU-GI-OH! THE DAWN OF DESTINY • ONIMUSHA 3: DEMON SIEGE
METAL GEAR SOLID 3: SNAKE EATER • KILLZONE • GOD OF WAR
STAR WARS: REPUBLIC COMMANDO • SUIKODEN IV • CATWOMAN
METAL SLUG 3 • KILLER 7 • ADVENT RISING • HITMAN: CONTRACTS
SHELLSHOCK: NAM '67 • MEGA MAN X COMMAND MISSION
BLOODRAYNE 2 • HOT SHOTS GOLF FORE! • AREA 51 AND MORE

MAY 2004
$4.99 U.S./$6.99 CANADA
05
0 74369 50229 1
www.tipstricks.com

WATCH IT FOR THE FIRST TIME...

ALL OVER AGAIN.

ROBOTECH®

REMASTERED: EXTENDED EDITION

Robotech® Remastered: Extended Edition features breathtaking, digitally remastered video; state-of-the-art, digitally remixed audio; 5.1 English and Spanish; and exciting bonus footage never before seen in any version of this landmark animated series.

The Robotech® Wars have begun anew.

fye GameStop frys BEST BUY amazon.com and you're done.

FEATURED ON ANIME NETWORK

ADV FILMS

ADV1329 ROBOTECH © 1985, 2004 Harmony Gold USA, Inc. All Rights Reserved. ROBOTECH, MACROSS and associated names, logos and all related indicia are trademarks of Harmony Gold USA, Inc. All Rights Reserved.

www.advfilms.com

TIPS & TRICKS

Publisher
LARRY FLYNT

President
JIM KOHLS

Chief Financial Officer
JIM CHAMBERLAIN

Corporate Vice-President
DONNA HAHNER

Vice-President, Administration
LIZ FLYNT

Editor in Chief
CHRIS BIENIEK

Executive Editor
ANATOLE BROWN

Art Director
LISA BEATTIE

Senior Editors
JASON E. WILSON
CHARLOTTE CHEN

Assistant Editor
GEOFF ARNOLD

Contributing Editor
PATRICK REYNOLDS

Contributors
JOE SANTULLI
JAMES McCARTHY
RAPHAEL MINCHELLA

Copy Chief
PHILIP SANGUINET

Network Systems Director
ANDREA LANDRUM

Network Systems Administrator
MARIE B. QUIROS

Network Systems Operator
LISA W. JONES

Production Manager
DENICE WATERS

Production Coordinator
TARA PIERCE

National Advertising Director
BRIAN DUNN
(323) 951-7905 FAX: (323) 651-0651
ADVERTISING INQUIRIES ONLY; NOT A TIP HOTLINE

Advertising Production Director
GINA J. LEE

Advertising Production Coordinator
WENDY CAMACHO

Subscription Director
JO GOUDLOCK

FOR SUBSCRIPTION INFORMATION, CALL 1-800-621-8977
(SUBSCRIPTION INQUIRIES ONLY; NOT A TIP HOTLINE)

Audit Bureau of Circulations
Member

Vice-President, Operations
GERRY AWANG

Vice-President, Sales & Marketing
JEFF HAWKINS

Vice-President, Human Resources
LYN HELLER

L.F.P., INC., DOES NOT ENDORSE AND ASSUMES NO LIABILITY FOR ANY OF THE PRODUCTS OR CLAIMS OF SERVICE ADVERTISED IN THIS MAGAZINE.

Contents

MAY No. 111 2004

ON THE COVER: *Pokémon Colosseum* by Nintendo

© 2004 Pokémon.
© 1995-2004 Nintendo/Creatures Inc./GAME FREAK Inc.
All Rights Reserved.

Strategies

Pokémon Colosseum by Charlotte Chen — 04
Onimusha: Blade Warriors by Geoff Arnold — 14
Ninja Gaiden by Raphael Minchella — 22
Metroid: Zero Mission by Jason Wilson — 36
Champions of Norrath (Part 1) by Pat Reynolds — 86

Previews

Select Game Previews — 42
Upcoming Game Release Calendar — 51

Codes

PlayStation 2 — 52
GameCube — 60
Xbox — 66
PlayStation — 72
Game Boy Advance — 76
Action Replay/GameShark — 82

Departments

Pencil Puzzles — 80
Fill in the squares to reveal secret images of your favorite characters

Reader Mail — 84
Your thoughts, comments and questions...and our responses to them

Gaming Gear — 85
The latest video-game hardware, accessories and peripherals

Tournament Report — 89
Video-game tournament news and upcoming event calendar

***Final Fantasy* World** — 90
Find out what's happening with Square Enix's *Final Fantasy* series

Sports Desk — 92
News, notes and tips from the world of sports video games

Collector's Closet — 94
How to build, maintain and preserve your video-game collection

Japan Report — 96
The newest video games, hardware, toys and updates from Japan

Mystery Codes — 97
If you can figure out what these codes do, you may win a prize

Pokémon Colosseum

by Charlotte Chen

Pokémon Colosseum's Story Mode offers the first single-player role-playing game for the *Pokémon* franchise on a platform other than a handheld system. The character models for the players and Pokémon have been updated to look slightly more stylish, the story itself is unique and enjoyable and—as an added bonus—many of the Pokémon you can catch in this game were unattainable in *Ruby* or *Sapphire*. There's also a unique opportunity to get the rare Pokémon, Jirachi. Using a special bonus disc that Nintendo provided to anyone who pre-ordered *Pokémon Colosseum*, you can unlock Jirachi in your game.

POKÉMON TYPES CHART

The chart below is to help refresh your memory (if needed) about how different types of Pokémon perform against each other. Refer to this chart if you need help during any of the battles. You should also keep in mind that one of the recent features implemented in Pokémon games are inherent abilities, like Qwilfish's "Poison Point" (which will poison a Pokémon who makes body contact while attacking) or Hitmontop's "Intimidate" (which lowers the attack power of enemy Pokémon as soon as he enters a battle).

Legend
+ Super effective
– Not very effective
0 No effect

Your Pokémon \ Opponent's Pokémon	Bug	Dark	Dragon	Electric	Fighting	Fire	Flying	Ghost	Grass	Ground	Ice	Normal	Poison	Psychic	Rock	Steel	Water
Bug		+			–	–	–	–	+				–	+		–	
Dark		–			–			+						+		–	
Dragon			+													–	
Electric			–	–			+		–	0							+
Fighting	–	+					–	0			+	+	–	–	+	+	
Fire	+		–			–			+		+				–	+	–
Flying	+			–	+				+						–	–	
Ghost		–						+				0		+		–	
Grass	–		–			–	–		–	+			–		+	–	+
Ground	–			+		+	0		–				+		+	+	
Ice			+			–	+		+	+	–					–	–
Normal								0							–	–	
Poison								–	+	–			–		–	0	
Psychic		0			+								+	–		–	
Rock	+				–	+	+			–	+					–	
Steel				–		–					+				+	–	–
Water			–			+			–	+					+		–

SHADOW POKÉMON

Shadow Pokémon are Pokémon that have the paths to their hearts sealed. With the Snag Machine, the hero is able to convert Poké Balls into Snag Balls to capture Pokémon from trainers. The hero's partner has the unique ability to see black auras emanating from Shadow Pokémon. Once a Shadow Pokémon has been captured, the hero must patiently heal it by battling with it, using the "Call" command to calm it down when it enters Hyper Mode or leaving it with the Day Care Lady (although this costs money). As the black aura begins to decrease, Shadow Pokémon will start to remember moves in addition to the default "Shadow Rush" which all of them use. When all the blackness is gone, you can take them to the Relic Forest of Agate Village to undo the final lock to their hearts. Once cured, a Shadow Pokémon remembers an old move to replace Shadow Rush, earns experience points retroactively and gets a ribbon. The pillar in the Relic Forest can only heal a Shadow Pokémon whose summary info advises you to undo the final lock. Another way to cure them is by using the Time Flute in the Relic Forest to unlock a Shadow Pokémon's heart instantly. There are only three Time Flutes in the game and they can each only be used one time. There are two at Mt. Battle, one at the tenth platform and one at the 100th. When you get to the 100th, it's off to the right before you walk down to the main platform. There is also one in The Under, which you can access by using the U-Disk found in the Subway. See page 60 for a list of all the Shadow Pokémon.

Note: If your Snag attempt fails the first time, you can still get the Shadow Pokémon at a later date. Although some trainers will stay in the same location (like the ones in Pyrite Town's Duel Square), others that you encounter during story events will move on. Most likely you will meet them again at a later point in the story. Once you defeat the Cipher Head at Realgam Tower and see the credits roll once, two additional locations will be revealed: the Snagem Hideout first, then eventually the Deep Colosseum. The Snagem Hideout's first doorway rotates random Cipher Peons who'll drop down to battle you, along with various other trainers inside the building.

TECHNICAL MACHINES

These can be purchased at stores or won at the Phenac City, Pyrite Town, Under and Deep Colosseums. Each Colosseum rotates four sets of four trainers, with the exception of the Deep. This means you can win a total of four Technical Machines from each Colosseum. Once the trainers start repeating, you win the cash prize, but no TM. Other TMs are found in chests or can be purchased at stores. [Note: My queries to Nintendo about the missing TMs seem to indicate that it is not possible to get all 50 TMs.] See page 63 for a list of TMs and their locations.

WALKTHROUGH

Getting through the game is fairly straightforward. Since it would take too much space to list every battle you can fight, I've concentrated on only those necessary to the story or which involve Shadow Pokémon.

Outskirt Stand

You start the game with an Espeon and an Umbreon. They are the only Pokémon you'll have for some time that are capable of gaining levels, so be sure to treat them well. Go inside the bar and talk to the man with pink hair. When you leave, he'll challenge you to your first Pokémon battle, which you should win easily. After the battle, go back inside and buy some supplies from the bartender.

Phenac City

There are two men by the entrance struggling with a brown sack. One of them challenges you to a battle. After the battle is over, help untie the sack and a red-haired girl pops out. She has the ability to see black auras emanating from Shadow Pokémon. In the center of town is the Prestige Precept Center (a.k.a. Pre Gym). Go inside and talk to the purple-haired teacher on the left to get the Strategy Memo feature added to your P*DA. The purple-haired boy on the right is Justy, the Gym Leader. After you speak to him, stand on the left side of the ring to start battling.

Pre Gym

1. Cooltrainer Botan
Sunkern (Lv. 26), (Grass)
Hoppip (Lv. 26), (Grass/Flying)

2. Cooltrainer Liqui

Marill (Lv. 26) (Water)
Surskrit (Lv. 27) (Bug/Water)

3. Rich Boy Dugo

Trapinch (Lv. 27)(Ground)
Swinub (Lv. 27) (Ice/Ground)

4. Lady Gwin

Geodude (Lv. 27) (Rock/Ground)
Rhyhorn (Lv. 27) (Ground/Rock)

After the last battle, Justy gives you a White Herb and invites you to fight him when you have six Pokémon in your party. Update your P*DA, then go to the Mayor's house. Talk to the Mayor, then go into the Colosseum, which is through the tunnel in the back of the town. When you try to re-enter town, you will be attacked. After this encounter, go to the Poké Mart and speak to the woman in the back. Go to the Outskirt Stand to get Poké Balls from the bartender. Return and head for Mayor Es Cade's house. There are two battles in a row awaiting you here, so you might want to save first.

Miror B. Peon Folly

Whismur (Lv. 26) (Normal)
Lotad (Lv. 25) (Water/Grass)

Mini-Boss: Miror B. Peon Trudly

Duskull (Lv. 25) (Ghost)
Spinarak (Lv. 25) (Bug/Poison)
Makuhita (Lv. 30) (Fighting) (Shadow)

After this battle, the south, east and west exits to Phenac City are blocked. These Power Ranger looka-likes are red, blue or green, which gives you a clue as to which type of Shadow Pokémon they have. When you defeat one of the trainers, the other two will disappear, so make sure you fight the one with the Pokémon you want the most.

East Exit: Mystery Troop Rosso

Quilava (Lv. 30) (Fire) (Shadow)
Grimer (Lv. 26) (Poison)
Spoink (Lv. 24) (Psychic)

West Exit: Mystery Troop Verde

Bayleef (Lv. 30) (Grass) (Shadow)
Grimer (Lv. 26) (Poison)
Spoink (Lv. 24) (Poison)

South Exit: Mystery Troop Bluno

Croconaw (Lv. 30) (Water) (Shadow)
Grimer (Lv. 26) (Poison)
Spoink (Lv. 24) (Psychic)

After you've snagged one of these Pokémon, head to the next town over. You'll pass by a Construction Lot first, but there's nothing to do here yet except get yelled at by the construction crew.

Pyrite Town

Go into the police station, which is the first building on the right. Afterwards, go to Duking's house, which is the building on the left with a white Poké Ball painted on the wall. Look at the bookshelf behind the little boy. There's a hideout inside with three kids strategizing. Come back out and you'll see Silva in an argument with Duking. In the rear of town, a bunch of trainers are standing in a circle. Some of them have a Shadow Pokémon, so start fighting them one by one. Duel Square is a good place to level up, reduce the black aura in your Shadow Pokémon and earn money, since you can fight trainers more than once. If you need to heal your Pokémon, don't use the hotel. Instead, cross the bridge to the town's Colosseum and use the machine in the lobby for free.

Duel Square

Rider Vant

Misdreavus (Lv. 30) (Ghost) (Shadow)
Skitty (Lv. 28) (Normal)
Zigzagoon (Lv. 28) (Normal)

Rider Nover

Noctowl (Lv. 30) (Normal/Flying) (Shadow)
Ledyba (Lv. 27) (Bug/Flying)
Wingull (Lv. 27) (Water/Flying)

St. Performer Diogo

Shroomish (Lv. 26) (Grass)
Flaaffy (Lv. 30) (Electric) (Shadow)

Rider Leba

Skiploom (Lv. 30) (Grass/Flying) (Shadow)
Oddish (Lv. 26)(Grass/Poison)
Dustox (Lv. 26) (Ghost)

Bandana Guy Divel

Quagsire (Lv. 30) (Water/Ground) (Shadow)
Psyduck (Lv. 29) (Water)

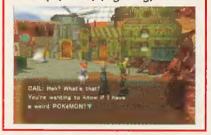
Roller Boy Lon

Slugma (Lv. 30) (Fire) (Shadow)
Azurill (Lv. 27) (Normal)
Igglybuff (Lv. 28) (Normal)
Swablu (Lv. 27) (Flying)

Talk to the man inside the Colosseum about Cail. Go back to the town entrance and fight Cail.

Rogue Cail

Furret (Lv. 33) (Normal) (Shadow)
Ralts (Lv. 29) (Psychic)
Seedot (Lv. 29) (Grass)
Machop (Lv. 29) (Fighting)



Go back toward the Colosseum and a scientist will fall out of the Windmill building. Go inside and offer to find the Gear. Get the Jail Key from the desk of the Police Station and let the guy in the purple suit out of his cell. On his bed is TM 46 (Thief). The Gear is in the upper right corner of the Construction Lot. Bring it back to the Windmill and replace it. Time to head for a Colosseum battle! The battles are set up so you fight four trainers in a row. Between battles, any knocked out or disabled Pokémon are completely healed.

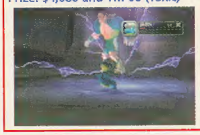
Pyrite Colosseum

Battle 1: Hunter Rhoks
Barboach (Lv. 30) (Water/Ground)
Sandshrew (Lv. 31) (Ground)

Battle 2: Chaser Tisler
Natu (Lv. 30) (Psychic/Flying)
Meditite (Lv. 30) (Fight/Psychic)

Semifinal: Bandana Guy Vilch
Electrike (Lv. 30) (Electric)
Cacnea (Lv. 30) (Grass)
Vulpix (Lv. 32) (Fire)

Final: Bodybuilder Mirez
Bagon (Lv. 32) (Dragon)
Goldeen (Lv. 32) (Water)
Magnemite (Lv. 31) (Electric/Steel)
Delibird (Lv. 34) (Ice/Flying)
Prize: $4,080 and TM 06 (Toxic)



Afterwards, as you cross the bridge back into town, one of Miror B.'s henchmen takes you to the Pyrite Building on the right. Unfortunately, the peon behind the desk recognizes you.

Cipher Peon Nore
Yanma (Lv. 33) (Bug/Flying) (Shadow)
Pineco (Lv. 32) (Bug)
Nincada (Lv. 31) (Bug/Ground)
Surskrit (Lv. 32) (Bug/Water)

Pick up the Ein File H from the counter. As you advance through the building, you will encounter a lot of other trainers. There is a PC and a place to heal your Pokémon on the first floor. These fights are not hard, but the building is several stories high and you have to get to the roof. When you reach the roof, you should save before going into the building, because you are going to fight two battles in a row with trainers who both have Shadow Pokémon.

Miror B. Peon Reath
Remoraid (Lv. 20) (Water) (Shadow)
Spinarak (Lv. 33) (Bug/Poison)
Luvdisc (Lv. 32) (Water)

[Note: Your Pokémon are probably at a much higher level than Remoraid. Instead of attacking it, just confuse it so it hurts itself.]

Miror B. Peon Ferma
Mantine (Lv. 33) (Water/Flying) (Shadow)
Aipom (Lv. 32) (Normal)
Furret (Lv. 31) (Normal)
Yanma (Lv. 33) (Bug/Flying)

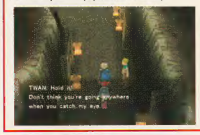
Check the desk near the television for Ein File S. If you go downstairs, you can take an elevator to a room on the first floor with Hyper Potion (x3). Now you can get into the cave—but first you have to defeat Hunter Doken.

Hunter Doken
Qwilfish (Lv. 33) (Water/Poison) (Shadow)
Goldeen (Lv. 33) (Water)
Linoone (Lv. 33) (Normal)

Pyrite Cave

The cave is large, but not difficult to navigate. The battles noted below are only those that involve Shadow Pokémon. There's also an area underground near the sewers with a PC and place to heal.

Rider Twan
Meditite (Lv. 33) (Fighting/Psychic) (Shadow)
Bagon (Lv. 33) (Dragon)
Numel (Lv. 32) (Fire/Ground)



Rider Sosh
Dunsparce (Lv. 33) (Normal) (Shadow)
Mareep (Lv. 34) (Electric)
Cacnea (Lv. 34) (Grass)

Hunter Zalo
Swablu (Lv. 33) (Normal/Flying) (Shadow)
Lotad (Lv. 31) (Water/Grass)
Beldum (Lv. 32) (Steel/Psychic)
Lombre (Lv. 32) (Water/Grass)

Boss: Cipher Admin Miror B.
Ludicolo (Lv. 31) (Water/Grass)
Ludicolo (Lv. 28) (Water/Grass)
Ludicolo (Lv. 30) (Water/Grass)
Ludicolo (Lv. 29) (Water/Grass)
Sudowoodo (Lv. 35) (Rock) (Shadow)

The Ludicolos tend to use Rain Dance, Leech Seed and other water- or grass-based attacks. If you've taught a Pokémon Toxic, it proves very useful here, though a bit slow acting. Get the TM 49 (Snatch) from the chest afterwards.

In the room beyond, you'll see Plusle lit up with spotlights. Don't talk to it yet. Pick up the Macho Brace from the item chest and Ein File P. When you talk to Plusle, you get warped back into town, where it joins your party. Since you were given Plusle by another trainer, it earns boosted experience points and will level up quickly. Talk to Fateen at the Fortune-Teller's house, then leave town.

Agate Village

Spend some time exploring Agate Village before going to Eagun's house (the one inside the tree in the center of town). Inside a cave behind the first house, get the Ultra Ball (x2) and the Silk Scarf from the item chests. If you go behind the waterfall on the upper right, an old man with a Taillow will give you various berries. In the house to the right of Eagun's, a Day Care Lady and a Name Rater are inside. Here you can drop off a Pokémon to be raised or have its black aura reduced (for a price), and give nicknames to some of your Pokémon. If you walk behind Eagun's house, there's a path leading down to an item chest with an Exp. Share, which you should give to Plusle to hold. Finally, go to Eagun's house and the story will continue. Head for the Relic Forest by following the path down from the Pokémon Center. Instead of going straight into the cave, follow the narrow ledge around to the right to get the Quick Claw from the item chest. If you're ready, head inside the cave.

Cipher Peon Doven
Spheal (Lv. 33) (Ice/Water)
Carvanha (Lv. 34) (Water/Dark)

Cipher Peon Silton
Shroomish (Lv. 34) (Grass)
Cacnea (Lv. 34) (Grass)

Cipher Peon Kass
Baltoy (Lv. 35) (Ground/Psychic)
Ralts (Lv. 35) (Psychic)
Kirlia (Lv. 35) (Psychic)

Once past the gauntlet of peons, you'll see Eagun and Pikachu valiantly fighting the enemy. However, it's up to you to finish it up.

Boss: Cipher Peon Skrub
Hitmontop (Lv. 38) (Fighting) (Shadow)
Clamperl (Lv. 38) (Water)
Wynaut (Lv. 37) (Psychic)

continued on next page

who are you?

Ever had the feeling you're going bonkers? Want to? Then jump into the action in WarioWare,™ Inc.: Mega Party GameS. Over 200 nonstop micro games and ridiculously fast-paced single- and multiplayer action are sure to have a very interesting effect on you and your friends.

Cartoon Violence
Comic Mischief

© 2003, 2004 Nintendo TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2004 Nintendo. www.nintendo.com

Agate Village continued

The Hitmontop's stats are quite high, but it's weak against Espeon's psychic-type attacks. You should not use Umbreon here because it's weak against fighting Pokémon. Use Plusle's electricity to knock down Clamperl's energy, and capture Hitmontop before letting Umbreon back in to take out Wynaut. If you've taught Espeon any non-Psychic attacks, you can have it take out Wynaut instead.

After the boss battle, you'll be warped back to Eagun's house. You can return to the forest and pick up Ein File C. Next, go to Senilor's house (the one next to the Poké Mart). Return to Eagun's to get the Small Tablet, then leave town.

Mt. Battle

People are in a panic over the assault on Mt. Battle. Inside the lobby, however, you can still use the Pokémon Center, access the PC and ask the Move Deleter to make Pokémon forget moves if you want. Before heading any further, you should go to the Outskirt Stand, which has expanded its line of Poké Balls. This is going to be a long fight through 10 trainers, with a tough fight at the top. Also, if you don't have a water Pokémon who remembers how to use Surf (like Croconaw or Quagsire), you should spend some time training them. Most of the fights in Mt. Battle are against rock or ground-type Pokémon, and the big prize at the top is Entei, a fire-type.

1. Rider Turo
Trapinch (Lv. 35) (Ground)
Numel (Lv. 34) (Fire/Ground)
Sandshrew (Lv. 35) (Ground)

2. Hunter Drovic
Swinub (Lv. 35) (Ice/Ground)
Baltoy (Lv. 38) (Ground/Psychic)
Larvitar (Lv. 37) (Rock/Ground)

3. Rider Kimit
Sandshrew (Lv. 37) (Ground)
Geodude (Lv. 38) (Rock/Ground)

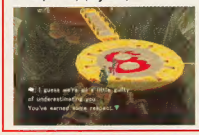
4. Rider Riden
Pineco (Lv. 35) (Bug)
Baltoy (Lv. 35) (Ground/Psychic)
Houndour (Lv. 37) (Dark/Fire)
Graveler (Lv. 37) (Rock/Ground)

5. Hunter Telia
Trapinch (Lv. 35) (Ground)
Barboach (Lv. 38) (Water/Ground)
Trapinch (Lv. 38) (Ground)
Lileep (Lv. 38) (Rock/Grass)

6. St. Performer Nortz
Cacnea (Lv. 37) (Grass)
Spinda (Lv. 37) (Normal)
Kadabra (Lv. 37) (Psychic)

7. Hunter Weeg
Graveler (Lv. 36) (Rock/Ground)
Vibrava (Lv. 37) (Ground/Dragon)
Sandslash (Lv. 37) (Ground)

8. Cipher Peon Kison
Houndour (Lv. 36) (Dark/Fire)
Duskull (Lv. 38) (Ghost)
Kirlia (Lv. 36) (Psychic)



9. Cipher Peon Berin
Geodude (Lv. 38) (Rock/Ground)
Geodude (Lv. 38) (Rock/Ground)
Sandslash (Lv. 38) (Ground)

10. Boss: Cipher Admin Dakim
Metang (Lv. 37) (Steel/Psychic)
Golem (Lv. 38) (Rock/Ground)
Marshtomp (Lv. 38) (Water/Ground)
Camerupt (Lv. 38) (Fire/Ground)
Entei (Lv. 40) (Fire) (Shadow)

Dakim's Pokémon tend to use Protect a lot. You can counteract this by using Torment. Make sure you have some potions on hand, since his Pokémon have pretty high stats. It's also very difficult to snag Entei. You should try to put it to sleep using Skiploom's Sleep Powder or Noctowl's Hypnosis. If you're having trouble knocking down its energy, you should use Toxic, but you'll have to take care that Entei doesn't faint.

Once the battle is over, you can pick up the F-Disk from the ground and talk to Vander. He'll hand over the Time Flute. There's also a new chest near the Coupon Exchange with TM 47 (Steel Wing). The Coupon Exchange is now open; it offers a variety of prizes, including TMs and hold items. See the TM List on page 63 for more details. Note that Mt. Battle is now open for challenges. Mt. Battle is split into ten zones, with ten trainers in each zone...which means there are 100 battles to fight if you want to reach the top! This is a good area to practice your battling technique and reduce black auras, because Shadow Pokémon are not barred from entering.

Mt. Battle Areas	Poké Coupons Awarded
Area 1	100
Area 2	200
Area 3	400
Area 4	600
Area 5	800
Area 6	800
Area 7	900
Area 8	900
Area 9	1,000
Area 10	1,200

Agate Village

Go to Eagun's and he'll take down your P*DA number. Head for Relic Forest and check the pillar in the center to purify your Shadow Pokémon. This pillar is imbued with Celebi's essence, and can be used to cure those Shadow Pokémon that no longer have any black in their bars—their summaries should indicate that only one final lock needs to be undone. When a Shadow Pokémon is healed, it remembers a move, gains all the experience it should have earned in battle by now and acquires a ribbon. You can also give it a nickname. Some of them may evolve or learn moves in addition to the one they first remember, but it's up to you whether you want to let them. Evolution can be halted by pressing the B button. You can also heal Shadow Pokémon instantly by using the Time Flute to summon Celebi, but it's a "one-time use" item, and it's a waste to use it on a Shadow Pokémon which can be healed using the pillar. Save the Time Flutes for Shadow Pokémon like Entei or other high-level Pokémon that take a very long time to heal through regular methods. Afterwards, head to the Mystery Lab that opened up in the desert and get an e-mail from Duking.

Pyrite Town

Go to the Police Station and open the jail cell with the two women inside. Take the Elevator Key from the one on the bed; this will unlock the door to the large brown elevator on the first floor of the Pyrite Building in the back of town. You can head there to descend to The Under, a subterranean community teeming with shady trainers, but instead you should level up a bit if your Pokémon are not at least Level 40 by now. Good places to do so are Duel Square, the Colosseum in Phenac City or Mt. Battle. Also, you should be able to defeat Justy now, so return to Phenac City and challenge him.

Phenac City

Pregymleader Justy
Azumarill (Lv. 40) (Water)
Cacnea (Lv. 41) (Grass)
Gligar (Lv. 41) (Ground/Flying)
Nosepass (Lv. 42) (Rock)
Sandshrew (Lv. 41) (Ground)
Sunflora (Lv. 40) (Grass)

Justy's Pokémon tend to use Double Team a lot, which increases their evasiveness. Use Faint Attack or Swift, and also some attack boosting items to help counteract this. Hitting them early with Toxic also helps. Speak to Justy again after the battle and he'll give you TM 27 (Return). If you're ready, go to Pyrite City and take the elevator from the Pyrite Building to The Under.

TEAM AQUA NEEDS YOU!
Pokémon-e Trading Card Game: EX Team Magma vs Team Aqua is here – Join Team Magma and rule an and planet where Pokémon reign supreme! Prepare for battle with:
• 95 new cards – including 14 new trainer cards
• 59 Team Magma and Team Aqua Pokémon
• Dual Energy type Pokémon for enhanced game play
Only one team will rule the planet.
Make sure it's Team Magma!
Pokémon e
TRADING CARD GAME
TEAM MAGMA EX VS TEAM AQUA
WHOSE SIDE ARE YOU ON?
Nintendo
Pokémon USA, Inc.
www.pokemon-tcg.com
reader
© 2004 Pokémon. ©1995-2004 Nintendo/Creatures Inc./GAME FREAK inc. TM, ®, & the e-Reader logo are trademarks of Nintendo. © 2004 Nintendo.

The Under

Before you take the elevator down, you might want to restock your Poké Balls. This time include a few Net Balls, since you'll have a chance to snag Suicune. If you were wondering before, this is where you can use the F-Disk. If you use it on the panel by the chasm, it will program the floating platform to move forward to the Colosseum, where you can heal your Pokémon and use the PC. There's also an elevator on the left that goes to the overworld map. In the rear of the Under, go into the building on the upper level with the light blue hologram of a Poké Ball. Talk to Perr in the basement; he'll give you the Powerup Part. Take it to the building next to the satellite dish and give it to Nett. Megg will take down your P*DA number. When you exit, a commotion will stir because they've caught a spy. He's under guard by two Cipher Peons. Talk to him through the fence and he'll hand over the R-Disk. If you want the Cipher Peons' Shadow Pokémon, you'll have to fight two battles in a row.

Cipher Peon Kloak
Ledian (Lv. 40) (Bug/Flying) (Shadow)
Spinarak (Lv. 39) (Bug/Poison)
Volbeat (Lv. 38) (Bug)

Cipher Peon Dagur
Ariados (Lv. 38) (Bug/Poison)
Gloom (Lv. 39) (Grass/Poison)
Illumise (Lv. 40) (Bug)

When you use the R-Disk on the UFO, it goes to the broadcast building on the right. Make sure you've saved before you talk to Cipher Admin Venus, since you'll start a difficult battle, and she has the Suicune you want to snag. Also, most of her Pokémon are at Level 45. Pick up the Rare Candy (x3) from the item chest in the small front room; if you have a grass Pokémon close to level 40 or so, I'd recommend using at least one on it.

Boss: Cipher Admin Venus
Delcatty (Lv. 45) (Normal)
Steelix (Lv. 45) (Normal)
Banette (Lv. 45) (Ghost)
Vileplume (Lv. 44) (Grass/Poison)
Suicuine (Lv. 40) (Water) (Shadow)

Venus depends on Attract to immobilize the enemy Pokémon. If you don't have a berry for that, your only option is to switch out the infatuated Pokémon or just gamble that its love won't affect its upcoming actions. Skiploom is a good grass-type to use here because it can use Sleep Powder on Suicune, which will increase your chances of a successful snag.

After you defeat Venus, pick up the Ein File F from the counter and TM 45 (Attract) from the chest in the corner. Follow her downstairs and you'll see her go down a hallway. Before you follow her, unlock the door and go back upstairs so you can save and heal your Pokémon. Go back down through the hallway parallel to the one you saw Venus take. A gauntlet of trainers with Shadow Pokémon awaits you.

Hunter Frena
Shroomish (Lv. 35) (Grass)
Teddiursa (Lv. 37) (Normal)
Gligar (Lv. 43) (Ground/Flying) (Shadow)
Jigglypuff (Lv. 36) (Normal)

Chaser Liaks
Kirlia (Lv. 37) (Psychic)
Gloom (Lv. 38) (Grass/Poison)
Stantler (Lv. 43) (Normal) (Shadow)

Bodybuilder Lonia
Octillery (Lv. 38) (Water)
Masquerain (Lv. 39) (Bug/Flying)
Piloswine (Lv. 43) (Ice/Ground)
Dunsparce (Lv. 42) (Normal)

If you go though the door in the middle, you can get Timer Ball (x2) and Max Potion (x2) from item chests. At the entrance to the Station, you'll have to fight again.

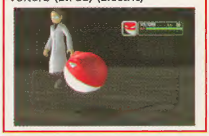
Rider Nelis
Corsola (Lv. 41) (Water/Rock)
Sneasel (Lv. 43) (Dark/Ice) Shadow)
Seviper (Lv. 40) (Poison)
Loudred (Lv. 41) (Normal)

Inside the Station, you'll see Venus and two of her peons get on the train. Before following them, check the back rooms. The one in the middle has Blackglasses. Follow Venus through the train and she'll run back outside, dropping the Subway Key on the floor. Use it on the Shadow Liner train to leave the tunnel. At the other end, two peons run into another room. Before following them, walk around the platform to the right and get the U-Disk from the item chest. Enter the room to pick up the Maingate Key. Now you can enter the Mystery Lab. First, return to The Under and use the U-Disk to reach an item chest with a second Time Flute. If you have more Shadow Pokémon that you're able to purify, take them to Agate Village and cure them before heading on to the Shadow Pokémon Lab.

Shadow Pokémon Lab

There is no place to cure your Pokémon in this area, so stock up on supplies first. When you get there, walk around the exterior perimeter to the right and get the Revive (x3) from the chest in the upper right corner. Unlock the gate, then get the Full Heal (x2) from the chest in the interior left bottom corner. Enter the building on the right and touch the purple panel to open the shutter to the other building. There are a lot of trainers here who use electric Pokémon exclusively. If you've got ground Pokémon, they won't be affected by them. Also, some of the electric Pokémon might try to use Explosion; if you've got a ghost Pokémon, this won't have any effect. Walk down the stairs and you'll encounter the first of many research scientists. I've only detailed fights below in which you can get Shadow Pokémon or key items.

Researcher Myron
Voltorb (Lv. 38) (Electric)
Voltorb (Lv. 38) (Electric)



Pick up the Card Key he drops. Go down the stairs and get Elixir (x3) from the item chest. Now go to the other building and use the Card Key to enter.

Cipher Peon Cole
Aipom (Lv. 43) (Normal) (Shadow)
Furret (Lv. 47) (Normal)
Remoraid (Lv. 39) (Water)
Castform (Lv. 41) (Normal)

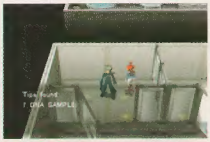
After this, pick up the DNA sample nearby. It may not be in the exact same spot in your game.

Researcher Coren
Magneton (Lv. 43) (Electric/Steel)
Magnemite (Lv. 39) (Electric/Steel)
Electrode (Lv. 40) (Electric)

Pick up the Down St. Key from the table. Unlock the middle door on the first floor with the Down St. Key; a peon will drop from above.

Cipher Peon Lare
Houndour (Lv. 38) (Dark/Fire)
Carvanha (Lv. 38) (Water/Dark)
Nuzleaf (Lv. 38) (Grass/Dark)
Murkrow (Lv. 43) (Dark/Flying) (Shadow)

In an open cell, pick up another DNA sample. If you keep going, you'll fight another cipher.



Cipher Peon Vana
Pupitar (Lv. 40) (Rock/Ground)
Zubat (Lv. 40) (Poison/Flying)
Swablu (Lv. 40) (Normal/Flying)
Forretress (Lv. 43) (Bug/Steel)(Shadow)

Take the elevator up, then go left to find a room with another DNA sample on the floor. Head right instead and you'll fight.

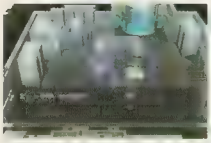
Shadow Pokémon Lab continued

Cipher Peon Lesar
Rhyhorn (Lv. 40) (Ground/Rock)
Ariados (Lv. 43) (Bug/Poison)(Shadow)
Grovyle (Lv. 40) (Grass)

Up the center hallway you'll be attacked again.

Cipher Peon Tanie
Granbull (Lv. 43) (Normal) (Shadow)
Vigoroth (Lv. 39) (Normal)
Linoone (Lv. 38) (Normal)

There are two elevators on the right. Take the one on the right and analyze your DNA samples. They reveal which Pokémon they were taken from (this is different in each game). Take the elevator on the left and you'll fight with another researcher who activates the alarm afterwards. This doesn't affect anything, you can still leave at this point if you need to heal or buy items. Beyond the researcher, another peon attacks.



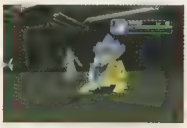
Cipher Peon Remil
Vibrava (Lv. 43) (Ground/Dragon) (Shadow)
Swellow (Lv. 43) (Normal/Flying)
Kecleon (Lv. 43) (Normal)
Kadabra (Lv. 42) (Psychic)

Beyond her is a door locked with a code. Choose the three Pokémon from the DNA samples to open the door.

Cipher Peon Skrub
Wobbuffet (Lv. 42) (Psychic)
Graveler (Lv. 44) (Rock/Ground)
Clamperl (Lv. 43) (Water)
Medicham (Lv. 41) (Fight/Psychic)

Beyond Skrub are stairs leading down to a huge room with large coffin-like boxes. Get the HP Up from the item chest in the lower left corner. If your Pokémon are injured or if you need more items or Poké Balls, you should leave before walking in further, because Ein is ahead. He has a Raikou you can snag.

Boss: Cipher Admin Ein
Lanturn (Lv. 47) (Water/Electric)
Altaria (Lv. 48) (Dragon/Flying)
Huntail (Lv. 47) (Water)
Golbat (Lv. 48) (Poison/Flying)
Raikou (Lv. 40) (Electric) (Shadow)



If you've been treating Plusle well, it can take out the flying enemies like Golbat and Altaria. Piloswine is also a good bet, especially if it's already remembered the moves Dig and Blizzard.

After the battle, pick up the Data ROM from the counter and TM 26 (Earthquake) from the item chest by the wall.

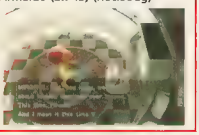
The Under

Take the Data ROM to Nett and he'll try to extract information from it. Take the elevator up from the Colosseum lobby and talk to the construction guy. He informs you that the Realgam Tower is complete.

Realgam Tower

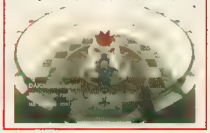
This leads to a very difficult gauntlet of challenging battles with all the Cipher Admins again, which also means you have an opportunity to catch any of the Shadow Pokémon you missed earlier. From the first room, take the slide to left.

Cipher Admin Miror B.
Ludicolo (Lv. 45) (Water/Grass)
Golduck (Lv. 45) (Water)
Loudred (Lv. 46) (Normal)
Ludicolo (Lv. 45) (Water/Grass)
Armaldo (Lv. 43) (Rock/Bug)



As long as you have a strong electric-type, you can turn the Ludicolo's constant use of Rain Dance to your advantage. Toxic is also a good counterattack to his Pokémon's tendency to use Leech Seed or recover with their Rain Dishes. Once this battle is over, Miror B. gives you the RED ID Badge. Go back to the first room and take the slide to the right, then forward.

Cipher Admin Dakim
Claydol (Lv. 46) (Ground/Psychic)
Whiscash (Lv. 48) (Water/Ground)
Forretress (Lv. 45) (Bug/Steel)
Flygon (Lv. 48) (Ground/Dragon)
Possibly: Entei (Lv. 40) (Fire) (Shadow)



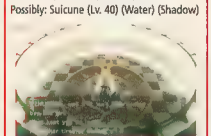
Dakim uses a combination of Protect and Earthquake to devastating effect. If you don't have fairly high-level flying-type Pokémon, you should exit and level up a little before trying to defeat Dakim. Note that some Pokémon like Misdreavus have levitation abilities which also make Earthquake useless. Once this battle is done, you receive the GRN ID Badge. From the center room, go through the door ahead to find a room with a PC and a place to recover your Pokémon.

From here, head left, then forward. The person in front is...

Cipher Peon Arton
Delibird (Lv. 45) (Ice/Flying) (Shadow)
Piloswine (Lv. 42) (Ice/Ground)
Glalie (Lv. 42) (Ice)

Go through the door beyond to fight Venus.

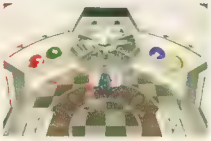
Cipher Admin Venus
Bellossom (Lv. 47) (Grass)
Misdreavus (Lv. 47) (Ghost)
Raichu (Lv. 48) (Electric)
Wigglytuff (Lv. 48) (Normal)
Milotic (Lv. 48) (Water)
Possibly: Suicune (Lv. 40) (Water) (Shadow)



Venus is still using the Attract tactic. It helps to have a good grass-type to withstand some of the electric attacks and deal heavy damage to the strong water-type enemies. Once this battle is over, she hands over the BLU ID Badge. Go back to the room where the other female cipher was standing.

Cipher Peon Baila
Sunflora (Lv. 45) (Grass) (Shadow)
Gloom (Lv. 41) (Grass/Poison)
Jumpluff (Lv. 42) (Grass/Flying)

Head right, past the large barred door and forward to Ein.



COLLECT THE WHOLE SERIES!

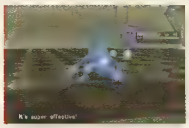
www.pokemon-tcg.com Pokémon USA, Inc.

Realgam Tower
continued

Cipher Admin Ein
Pelipper (Lv. 49) (Water/Flying)
Rhydon (Lv. 50) (Ground/Rock)
Starmie (Lv. 48) (Water/Psychic)
Crobat (Lv. 48) (Poison/Flying)
Houndoom (Lv. 47) (Dark/Fire)
Possibly: Raikou (Lv. 40) (Electric) (Shadow)

Once this battle is over, you'll be give the YLW ID Badge. Also, as you start to leave, you get an aborted e-mail from Eagun. Go back to Agate Village and speak to him about it to get a Master Ball. You should also talk to the trainer standing outside the Pokémon Center to get a Cologne Case, which you can use to hold Scents for giving Pokémon Cologne Massages. Come back to Realgam Tower and use the colored badges to unlock the door with the various colored slots around it. Before you can enter, you'll be attacked.

Cipher Peon Diogo
Masquerain (Lv. 42) (Bug/Flying)
Ariados (Lv. 41) (Bug/Poison)
Heracross (Lv. 45) (Bug/Fighting) (Shadow)

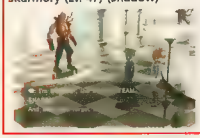


When you pass through the door, you enter a huge lobby. Fight the various trainers in the lobby and the dining room on the right. Check the casino on the left. The clerk behind the counter is none other than the Mystery Troop enemy you fought in Phenac City. Whether or not you successfully snagged his Pokémon, he's out for revenge.

Mystery Troop Bruno, Rosso or Verde
Grumpig (Lv. 44) (Psychic)
Muk (Lv. 45) (Poison)
Possibly: Croconaw (Lv. 30) (Water)
Possibly: Quilava (Lv. 30) (Fire)
Possibly: Bayleef (Lv. 30) (Grass)

Talk to the man at the elevator, then go upstairs and talk to Nascour. On the left is a room with a Pokémon Center and a PC. Defeat the trainer there to get access to the Pokémon Center. There are some very tough fights ahead. If you don't have any Pokémon at Level 50 or above, or if that is not the average level of most of your main party, you need to leave and level up. When you're ready, go upstairs; the hero will be confronted by Team Snagem's boss.

Snagem Head Gonzap
Pinsir (Lv. 52) (Bug)
Shiftry (Lv. 53) (Grass/Dark)
Hariyama (Lv. 53) (Fighting)
Crawdaunt (Lv. 52) (Water/Dark)
Skarmory (Lv. 47) (Shadow)



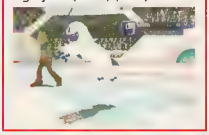
Bring in a high-level fighting Pokémon like Hitmontop or Makuhita, which you got early on in the game. If you purified them and they've gained experience, they can get rid of the Dark Pokémon for Espeon, who should have no trouble taking down Hariyama. A good fire Pokémon is also important, as well as electric. Use Plusle's Thunder Wave or Noctowl/Stantler's Hypnosis on Skarmory to increase your chances of catching it.

Follow Gonzap upstairs and check both elevators. Now you're about to face your toughest opponents yet. If you don't have a lot of potions or other healing items or Poké Balls, you should leave and buy items now. If you need money, just keep playing through the Phenac Colosseum challenges. Although there are only four main sets of challenges (and once you win all the TMs from each, you don't get them anymore), you can still win the cash prizes indefinitely. When you go up the next elevator, you'll be forced into a gauntlet of battles. For the first four, your Pokémon will not be healed between each battle.

Tower Colosseum

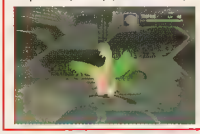
Bodybuilder Jomas
Zangoose (Lv. 45) (Normal)
Miltank (Lv. 48) (Normal) (Shadow)
Porygon 2 (Lv. 45) (Normal)

Rider Delan
Absol (Lv. 348) (Dark) (Shadow)
Sharpedo (Lv. 47) (Water/Dark)
Mightyena (Lv. 48) (Dark)



Cipher Peon Nella
Houndoom (Lv. 48)
(Dark/Fire)(Shadow)
Torkoal (Lv. 47) (Fire)
Magcargo (Lv. 46) (Fire/Rock)

Cipher Peon Ston
Tropius (Lv. 49) (Grass/Flying)
Cradily (Lv. 48) (Rock/Grass)
Vileplume (Lv. 48) (Grass/Poison)



Once you defeat all four of these trainers, you're forced into battle with Cipher Nascour. Fortunately, all your fainted or injured Pokémon will be healed before this fight.

Cipher Nascour
Dusclops (Lv. 55) (Ghost)
Xatu (Lv. 55) (Psychic/Flying)
Blaziken (Lv. 54) (Fire/Fight)
Gardevoir (Lv. 55) (Psychic)
Walrein (Lv. 58) (Ice/Water)
Metagross (Lv. 50) (Steel/Psychic)(Shadow)

Nascour is rich, and he shows it by using X Special and other high-end items on his Pokémon. You should be able to gauge from his Pokémon's levels whether you're ready for this fight. He can also use the devastating Destiny Bond attack, so you might want to give your strongest Pokémon (since it's probably the one delivering the finishing blow) a Revival Herb. This is a tough, long battle, followed immediately by an even tougher one.

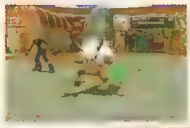
Cipher Head Evice
Scizor (Lv. 60) (Bug/Steel)
Salamence (Lv. 60) (Dragon/Flying)
Machamp (Lv. 61) (Fight)
Slowking (Lv. 61) (Water/Psychic)
Slaking (Lv. 60) (Normal)
Tyranitar (Lv. 55) (Rock/Dark)(Shadow)

Evice has a pretty large stock of Full Restore and X Attack. If you've been training Hitmontop or Stantler, their Intimidates can lower enemy attack stats. You should use a wide variety of Pokémon types in addition to the Espeon and Umbreon, which are probably your strongest Pokémon at this point. It's a good idea to reserve use of Espeon for when Machamp appears, and to reserve Umbreon for when Slowking appears. This is a difficult battle, but as long as you recognize your Pokémon types (you've been checking your P*DA, right?) you should be able to win. Evice usually tosses out Tyranitar last. When it appears, just use the Master Ball. After the credits roll, you can choose to save. However, the game isn't over yet!

Outskirt Stand

You'll find yourself back at this stand if you chose to save the game after the credits. Buy a bunch of Ultra Balls and other supplies. You can still return to Realgam Tower and battle through the same gauntlet of trainers again if you want (to get any Shadow Pokémon you missed), but this can be done at any time. You can also use the Trade Center in Phenac City, which means you can download some of your more powerful Pokémon from your *Ruby* and *Sapphire* games. You'll get an e-mail, so go to Pyrite Town, talk to Secc in Duking's house, then battle Rogue Cail at the entrance. You'll notice that other trainers' Pokémon have increased levels a bit.

Rogue Cail
Granbull (Lv. 56) (Normal)
Gardevoir (Lv. 57) (Psychic)
Shiftry (Lv. 56) (Grass/Dark)
Machamp (Lv. 57) (Fight)



Once this is over, he tells you about the Snagem Hideout. Grab some potions and head over there.

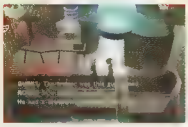
Snagem Hideout

There's a PC right by the entrance. When you try to go through the first doorway, a random Cipher Peon will drop down. The peons you meet here keep changing, so you can leave and re-enter to try to meet the one with the Shadow Pokémon you want. When you get to the top, you'll run into one of the blue, green or red peons you met in Phenac City. You can try to snag one of the Pokémon you had to pass up earlier. Head to another city and you'll get another e-mail, this time in regards to rumors circulating in The Under.

The Under

Talk to Nett, then to Chaser Gurks outside the Junk Store.

Chaser Gurks
Wailord (Lv. 56) (Water)
Wailord (Lv. 56) (Water)

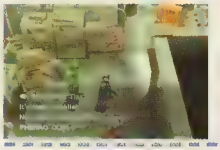


After this battle, you'll learn about the other Mystery Troop you met earlier. Go to another city to get yet another e-mail. Apparently, the Shadow Pokémon Lab has some rogue trainers in the house again.

Shadow Pokémon Lab

The same Cipher Peons you encountered earlier will drop from the ceiling again, so you can try to get any Shadow Pokémon you missed earlier. The last flashy peon is where Ein was standing before.

Return to the Snagem Hideout after investigating rumors in The Under about a big Snag Machine.



Snagem Hideout

Gonzap is back at the hideout, standing in the corner of his pulverized office.Try to catch his Skarmory if you missed it before.

Snagem Head Gonzap
Granbull (Lv. 64) (Normal)
Crawdaunt (Lv. 64) (Water/Dark)
Breloom (Lv. 64) (Grass/Fight)
Armaldo (Lv. 64) (Rock/Bug)
Machamp (Lv. 64) (Fight)
Skarmory (Lv 47) (Steel/Flying)

All of Gonzap's Pokémon have increased in level, with the exception of Skarmory (if you didn't Snag it before). However, as long as you have Espeon to get rid of Breloom and Machamp early, the rest of your Pokémon can pretty much mop up the remaining crew.

Afterwards pick up the D-Disk from the coffee table. Also look in the big Snag Machine to get Ultra Ball (x5).

The Under

Use the D-Disk on the UFO. There's some Steel Teeth under the city. Walk through the gate to find the Deep Colosseum, where all the Cipher Admins are now hanging out. Miror B., Dakim, Venus and Ein are the finalists for each subsequent round. Here you can try to get any of the admin's Shadow Pokémon, and you'll find a mysterious trainer called the Deep King. You can take away his Shuckle, but be careful not to knock it out. After this, go back upstairs and give the old man outside the Herb Store his Steel Teeth back. He hands over the L-Disk, which you can use to get an Amulet Coin.

Phenac City

Return here and Dash will be very upset with you. If you check the Mayor's House, you'll find the hopeless Shady Guys Folly and Trudly hiding out. Go to another city to get another e-mail informing you that the Shadow Pokémon List is now completed. The last one is Togetic. After this happens, drive to several different cities and you'll get some more disturbing e-mail. You should save and then eventually return to the Outskirt Stand.

Outskirt Stand

There's a news crew watching what seems like your twin attacking Rider Willie. Speak to the twin to start battling.

Shady Guy
Togetic (Lv. 20) (Normal/Flying)
Armaldo (Lv. 68) (Rock/Bug)
Manectric (Lv. 68) (Electric)
Houndoom (Lv. 68) (Dark/Fire)
Milotic (Lv. 68) (Water)
Gyarados (Lv 68) (Water/Flying)

You need to be very careful not to knock out Togetic. Use poison if you want to lower its health slowly. Throw an Ultra Ball during every round. The other Pokémon are very high-level and will use powerful attacks like Earthquake against you. Shady Guy also has a bunch of Full Restores. If you don't have Pokémon near Level 70, you should probably level up first before attempting this. Catch Togetic and you'll have the last Shadow Pokémon!

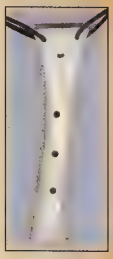
You found the Ocarina!

Sweet Potato

The Ocarina inspired by the Legend of Zelda® is now available!

Easy to Play - a well tuned and finely crafted clay flute
Made from high fired CERAMIC
Songbook/Tutorial included with every instrument

Sweet Potato has one thumbhole and plays octave+ 1.....$39.95
Extended Range Sweet Potato has two thumbholes, plays octave + 4, also includes an Extended Range Songbook.....$49.95
Pendant Ocarina plays octave +1, with necklace and gemstone inlay.....$24.95
Silk Carrying Case padded, with zipper, handle, and embroidered dragon.....$5.95
Additional Songbooks Songbook II, Christmas Carols, Beatles for Extended Range.....$2.95 each
Eagle Bone Flute cast in porcelin, simple to play, with necklace and playing instructions.....$29.95



Eagle Bone Flute

Pendant Ocarina

Three ways to order:
Call Toll Free and order with credit card
Order Secure Online with Credit Card or PayPal
Send Check/M.O. w/ list of desired items

Shipping/Handling (1-3 weeks).....$6.00
Priority same-day Ship (usually 3-7 days).....$12.00
We ship via *US Postal Service*

www.songbirdocarina.com

Send checks and money orders in US dollars to:

Songbird Ocarinas
410 Anacapa Street
Santa Barbara, CA 93101

Call Toll Free: 1-866-622-7462

PlayStation 2 fans have long awaited a multiplayer melee fighting game with the same chaos and fun factor as Nintendo's *Super Smash Bros. Melee*, and now it seems like they have something to look forward to with *Onimusha: Blade Warriors*. With characters from Capcom's critically-acclaimed *Onimusha* series in a free-for-all, no-holds-barred slugfest, the game will definitely keep solo players entertained, but *Blade Warriors* really shines in the multiplayer aspect. Our thumbs are sore from all the button-mashing, so we've decided to take a break and give you some helpful hints to crush your opponents.

ONIMUSHA BLADE WARRIORS

by Geoff Arnold

ONIMUSHA TACTICS

Although *Blade Warriors* may appear to be a mindless hack-'n'-slash game at first glance, there is a surprising amount of strategy involved beneath the surface. Below are some of the major techniques along with some useful tips on how to incorporate them into your game.

Combos

In addition to the basic three-hit combo (□,□,□) that every character can perform, there are supplemental moves that can be added and linked together to create specific high-damaging combo strings. Any two of the following moves can be added to the basic three-hit combo:

R1 + □—Stab
Up + □—Shoryuken
Down + □—Sweep
□, □—Multi-hit move (certain characters only)
△—Kick (guard break)

This allows for combos such as **R1** + □, □, □, △, **Up** + □, which can be very damaging to opponents caught off-guard. Keep in mind that a quick two-hit knockdown combo such as △, **Down** + □ may be more advantageous at times than a long string of attacks. Keep your opponents guessing by mixing up high attacks, low attacks and quick guard breaks.

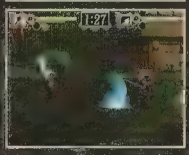
Critical Attack/Critical Counterattack

Critical attacks and critical counterattacks are a big part of gameplay in *Blade Warriors*. They both inflict heavy damage on your opponents, and if playing through Story mode, critical attacks will net you additional experience Souls. Learning to recognize opponents' attack patterns and animations is the key to successfully landing critical attacks and counterattacks. Although critical counterattacks are much more easy to perform than critical attacks, equipping yourself with items such as the Byakko Scroll or Suzaku Scroll will help. Master these moves early on, since these are easy ways to inflict heavy damage on your opponents.

Melee Items

Melee items are extremely important in *Blade Warriors*, especially in Vs. mode when some of these items can drain or restore your opponent's life bar within seconds. Many of the weapons that you come across will not only inflict damage on your opponent, but also perform some type of additional function (i.e. stun, reverse controls, knock down, etc.). Needless to say, being first to pick up a weapon such as the Burst Launcher will give you a big advantage. Additionally, there are several items that restore your energy gauge and special gauge. Getting to these items first and preventing your opponents from picking these up is key to survival. Don't sit idly by and wait for your opponent to collect items from chests or urns; actively pursue them and attempt to collect them yourself instead.

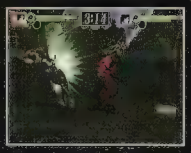
Charged Attack



Holding the button will charge your weapon with energy, allowing you to perform powerful attacks and projectile attacks. Your weapon has three different levels of power, and the longer you hold the button, the more powerful your attack becomes. Once your weapon is charged, you'll be able to perform one of three different attacks: a multi-hit attack, a projectile attack or a powerful stab. Keeping the D-pad in the neutral position and releasing your charge will result in a short-range multi-hit attack, which is good for striking multiple enemies. Certain characters benefit greatly from this attack, since it also increases the character's movement speed for a short duration. Pressing **Left** or **Right** and releasing your charge will result in a projectile attack (Hadoken). This attack is useful for hitting enemies that are far away or on the run. Again, depending on the character, this attack can also be a series of multi-hit moves that floor the opponent. Pressing and holding **R1** while releasing your charged slash will result in a character-specific powerful stab, which will not only damage your opponent, but knock them down as well. A good way to land the charged stab is to perform the move directly after a kick (guard break) or directly after dashing behind your opponent. Charging your weapon should be most instinctive; your weapon should always be charged unless you are surrounded by a group of enemies.

Disarming Opponents

Pressing R1 + △ when your character is not holding an orb will result in an uppercut-type slash, which will send your opponent's weapon flying from their hands. This technique not only lowers your opponent's attack power, but also sends them reeling for a brief second, allowing you to follow up with other attacks. As with the charged stab, using a disarming attack after a kick is generally a good way put your opponents on the ropes quickly.



STORY MODE

Story mode is the heart of the game. If you want to unlock all of the hidden weapons, items and secret characters, you will find yourself spending a lot of time here. There are a few specific places to watch out for when playing through Story mode, as these locations contain hidden rooms or areas that you may overlook.

The Phantom Realms

The are two separate Phantom Realm stages, and each Realm is more or less an endurance trial with a series of stages one after the other. The Phantom Realm stages are only accessible by the human cast of *Blade Warriors* characters, and there are a few conditions that need to be met in order to enter them:

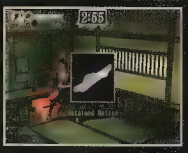
Phantom Realm 1—You must be playing the game at Normal difficulty or higher and you must not use any continues

Phantom Realm 2—Your character must be at Level 3 or higher, you must be playing the game at Normal difficulty or higher, you must not use any continues and you must have been invited to Phantom Realm 1 by the Gate Keeper

The Phantom Realm has 10 stages, while Phantom Realm 2 has 20. Successfully completing each Phantom Realm will award you with a new item or weapon—so if you want to collect all 95 unlockable items, you'll have to enter and complete both Realms. Before you attempt to complete the Phantom Realm stages, it's a good idea to build up your character's stats, increase his or her life bar at least once and equip the first White Necklace—this will make things a lot easier. Besides unlocking items, the Phantom Realms serve as a great place to earn experience souls and level-up your character. On the average, you can earn 20+ Soul levels of experience in Phantom Realm 1 and 60+ Soul levels of experience in Phantom Realm 2.

The Treasure Houses

There are two hidden rooms in separate stages in Story mode that contain treasure chests worth investigating. The first is in the Imajo Village stage, on top of the far left house. Jump up to the roof and jump into the nearby chimney-like structure by pressing **Up, Up**. You will fall into a room containing a treasure box. The next room to locate is in the Oni Tortoise stage. Move to the far right of the stage and jump up to the small railing near the pipe. Stand next to the pipe and press **Up, Up** to jump into the pipe and land in another treasure room. There are two treasure boxes in this room—one just below the other—so be sure to duck and grab the lower box also.



Story Mode Tips

• **Use Hit and Run Tactics**—Trying to remain stationary while engaging in a straight-up brawl with computer-controlled opponents might not be a good idea, especially when playing the game at the Hard or Expert difficulty. More often than not, the CPU will be able to block or recover more quickly than you, and may even perform critical counterattacks against the majority of your strikes. The easiest way to get around this is to charge your weapon and move away from your opponents, then wait for them to come to your tier. Just as they land, use your projectile or charged stab attack for some easy damage, then repeat the process over again. If the CPU avoids this attack or you miss, simply charge your weapon again and jump to another tier. Using this pattern will help you whittle down the CPU opponent's life while giving you time to move away if necessary.

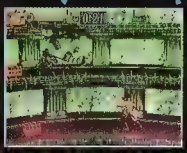
• **The Power of Orbs**—Orbs are hands-down the easiest way to cause major damage to any opponent quickly, but they should be used with discretion. It's generally a good idea to save your orbs for boss characters or when you are being overwhelmed by multiple opponents. In addition, each character benefits more from one specific orb over the others; in most cases, using one specific orb is likely to inflict more damage. For example, when Nobunaga use the fire orb, he releases a number of fire projectiles that not only track opponents but may hit them several times. Be sure to experiment with all of the orbs to identify which is the most useful.

• **Stock Up on Power Jewels**—At 30 Souls apiece, Power Jewels are definitely a bargain. Each character can use a maximum of four Power Jewels to increase his/her life bar, in turn allowing you to take more damage and fight for longer periods of time. Using Power Jewels will come in handy before attempting to complete any of the Phantom Realm stages or taking on the final boss character.

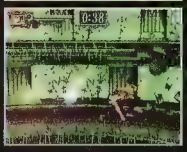
• **Increase Your Character's Level First**—It's generally a good idea to play through the game a couple of times in Easy mode first, increasing your character's level before attempting to complete the game at the Normal or higher difficulty. Increasing your character's stats to Level 2 or higher will make things a bit more even, as you will start to take less damage and kill enemies more quickly.

continued

Story Mode Tips



• **Eliminate Projectile-Using Opponents First**—Enemy archers and riflemen can be particularly annoying, and at the harder difficulties, their shots do more damage and they are able to reload faster. Instead of waiting for them to fire at you and trying to block multiple projectiles, chase them down and eliminate them as they appear on the screen.



• **The Soul Absorb/Critical Counter Attack Technique**—This helpful trick is very useful for gaining massive amounts of extra experience and dealing out high damage to computer-controlled opponents. When a CPU opponent is within striking distance, press the ○ button briefly to perform a Soul Absorb; this will cause the CPU opponent to try to attack. Immediately hit L1 to block and perform a critical counterattack. This technique is particularly useful against the Zombie Warrior, Jaid and boss characters, since they always seem to follow similar attack patterns. After some practice, this technique should become second nature, and will become particularly useful when you need to kill large groups of enemies quickly or need to perform a certain amount of critical attacks in a specific stage.

Character Upgrades

In addition to the cast of secret characters, some characters also have additional fighting styles that can be unlocked by powering-up the character through Story mode.

Character	Level	Weapon Unlocked	Fighting Style Unlocked
Marcellus	2	Oni's Bane	Power
Marcellus	3	Extinction	Speed
Mega Man EXE	2	n/a	Ground
Mega Man EXE	3	n/a	Bug
Mega Man Zero	2	n/a	Proto
Mega Man Zero	3	n/a	Ultimate

Secret Characters

Blade Warriors has a number of hidden characters (from both the *Onimusha* world and the Capcom world) that you can unlock by playing through the game in Story mode. Some characters can simply be unlocked by fulfilling certain conditions in Story mode, while others must be unlocked by defeating them in a subsequent battle in Vs. mode.

Gogandantess
Complete the game in Story mode with Samanosuke, Kaede, Grunt and Keijiro in Story mode.

Musashi
Complete the game in Story mode with Grunt at Level 3 or higher.

Jujudormah-Ran
Complete the game in Story mode with Jujudormah at Level 3 or higher.

Musaid
Play through Story mode and increase Three-Eyes' level to Level 2 to transform into Musaid.

Giramusaid
Play through Story mode and increase Musaid's level to Level 3 to transform into Giramusaid.

Jaid
Play through Story mode and increase Zombie Warrior's level to Level 2 to transform into Jaid.

Mega Man EXE
Complete the game with Samanosuke in Story mode, then enter Vs. mode. Beat your first opponent and Mega Man EXE will challenge you to a battle. Defeat him and he will become a playable character.

Mega Man Zero
Obtain all of the Z-Panels from Story mode (by completing Phantom Realms 1 and 2 and completing the game with Mega Man EXE), then enter Vs. mode. Beat your first opponent and Mega Man Zero will challenge you to a battle. Defeat him and he will become a playable character.

Nobunaga
Beat the game with the original 12 characters, then enter Vs. mode. Beat your first opponent and Nobunaga will challenge you to a battle. Defeat him and he will become a playable character.

Kojiro
Beat the game with Musashi, then enter Vs. mode. Beat your first opponent and Kojiro will challenge you to a battle. Defeat him and he will become a playable character.

Magoichi
Fight 200 battles in Vs. mode against either a CPU opponent or another player. At battle 201, Magoichi will challenge you. Defeat him and he will become a playable character.

Gargant
Load the game with a saved file from *Onimusha 3: Demon Siege* on your memory card, then enter Vs. mode. Beat your first opponent and Gargant will challenge you to a battle. Defeat him and he will become a playable character.

Character Data

Here's a complete list of all the characters in the game, with all of the weapons and items each character can unlock or purchase. I've also listed all of the weapons each character can use, since some characters can unlock weapons which can only be used by other characters.

Kotaro

Weapons to Unlock
Roga-Kunai
Hungry Wolf
Gabishi
Swordbreaker
Swordeater

Items to Unlock
Blue Rosary

Items to Purchase
Purity Charm 3 (100 Souls)

Usable Weapons
Kunai (default)
Gabishi
Roga-Kunai
Swordbreaker
Dinner Special
Hungry Wolf

Nobunaga

Weapons to Unlock
Provider
Red Saber

Items to Unlock
None

Items to Purchase
Orange Necklace (150 Souls)
White Necklace 2 (150 Souls)
Black Necklace 2 (120 Souls)
Anti-Shell 3 (100 Souls)
Purity Charm 3 (100 Souls)
Sacred Gem 3 (100 Souls)
Oni Incense 3 (100 Souls)
Suzaku Scroll (200 Souls)

Usable Weapons
Heshikiri (default)
Provider
Red Saber
Bamboo Sword

Kojiro

Weapons to Unlock
Kogitsunemaru
Death Bringer

Items to Unlock
Anti-Shell 2
Yang Soul 2
Yin Soul 2

Items to Purchase
Black Necklace 2 (120 Souls)

Usable Weapons
Nagamitsu (default)
Kogitsunemaru
Death Bringer
Raizan
Enryuu
True Shippuu
Bishamon Sword
Blue Saber
Bamboo Sword

Jujudormah-Ran

Weapons to Unlock
Patriarch

Items to Unlock
None

Items to Purchase
Sacred Gem 3 (100 Souls)

Usable Weapons
Beauty (default)
Patriarch
Bamboo Sword

Mega Man Zero

Weapons to Unlock
Z-Weapon 2

Items to Unlock
Oni Incense 2
Bell of Warding

Items to Purchase
Anti-Shell 3 (100 Souls)

Usable Weapons
Z-Weapon 1 (default)
Z-Weapon 2

Samanosuke

Weapons to Unlock
Raizan
Enryuu
Muramasa
Bishamon Sword
Items to Unlock
Blue Necklace
Exorcism Flute
Items to Purchase
Excalibur (180 Souls)
Usable Weapons
Normal Sword (default)
Raizan
Enryuu
Bishamon Sword
Muramasa
Excalibur
True Shippuu
Blue Saber
Bamboo Sword

Jubei

Weapons to Unlock
Buraitou
True Senpumaru
Soshu Masamune
Gladius
Rekka-Ken
Items to Unlock
None
Items to Purchase
Suzaku Scroll (200 Souls)
Usable Weapons
Yagyu Sword (default)
Buraitou
Rekka-Ken
Dojikiri
Soshu Masamune
True Senpumaru
Red Saber
Bamboo Sword
Bishamon Sword

Kejiro

Weapons to Unlock
Long Nagamaki
Blue Dragon
Items to Unlock
White Necklace 1
Yellow Rosary
Purity Charm 1
Items to Purchase
Orange Necklace (150 Souls)
Usable Weapons
Nagamaki (default)
Long Nagamaki
Ichimonji
Blue Dragon

Ekei

Weapons to Unlock
Halberd
Houtengeki
Snake Spear
Items to Unlock
Red Necklace
Yang Soul 1
Items to Purchase
Purity Charm 3 (100 Souls)
Usable Weapons
Normal Spear (default)
Houtengeki
Halberd
Snake Spear

Oyu

Weapons to Unlock
Dojikiri
Phirangi
Lion's Heart
Items to Unlock
Green Necklace
Green Rosary
Items to Purchase
Purity Charm 3 (100 Souls)
Usable Weapons
Broad Sword (default)
Phirangi
Gladius
Lion's Heart
Chinese Combo
Bamboo Sword

Gargant

Weapons to Unlock
None
Items to Unlock
None
Items to Purchase
Orange Necklace (75 Souls)
White Necklace 2 (75 Souls)
Black Necklace 2 (60 Souls)
Anti-Shell 3 (50 Souls)
Purity Charm 3 (50 Souls)
Sacred Gem 3 (50 Souls)
Oni Incense 3 (50 Souls)
Excalibur (90 Souls)
Suzaku Scroll (100 Souls)
Usable Weapons
Garblade (default)

Threeeyes/ Musaid/ Gramusaid

Weapons to Unlock
Yin-Yang Claws
Adam Eve Claws
Morning Star
Items to Unlock
Sacred Gem 1
Items to Purchase
White Necklace 2 (150 Souls)
Usable Weapons
Arm Blade (default)
Yin-Yang Claws
Adam Eve Claws
Life and Death

Zombie Warrior/ Jaid

Weapons to Unlock
Nobunaga Sword
Blood Sword
Life and Death
Items to Unlock
Oni Incense 1
Items to Purchase
White Necklace 2 (150 Souls)
Usable Weapons
Broken Nodachi (default)
Nobunaga Sword
Blood Sword
Bamboo Sword

Marcellus

Weapons to Unlock
Horse Killer
Rhomphair
Oni Splitter
Items to Unlock
Yin Soul 1
Items to Purchase
White Necklace 2 (150 Souls)
Usable Weapons (Normal Style)
Man Killer (default)
Horse Killer
Oni Splitter
Metal Club
Usable Weapons (Power Style)
Oni's Bane (default)
Claymore
Morning Star
Metal Club
Rhomphair
Usable Weapons (Speed Style)
Extinction (default)
Despair

Musashi

Weapons to Unlock
Bakuen
Basara
W Saber
Suzukaze
Raiden
Scallion and Ladle
Ichimonji
Onikiri
Kansho/Bakuya
Items to Unlock
None
Items to Purchase
Black Necklace 2 (120 Souls)
Usable Weapons
Musashi Blade (default)
Onikiri
Kansho/Bakuya
Scallion & Ladle
Raiden
Bakuen
Suzukaze
Basara
W Saber

Gogandantess

Weapons to Unlock
Despair
Oni Eater
Items to Unlock
Black Necklace 1
Purity Charm 2
Gold Chicken
Items to Purchase
Oni Incense 3 (100 Souls)
Usable Weapons
Oni Slayer (default)
Oni Eater
Red Saber
Bamboo Sword

Jujudormab

Weapons to Unlock
Grace
Claymore
Items to Unlock
None
Items to Purchase
Sacred Gem 3 (100 Souls)
Usable Weapons
Spring Tide (default)
Grace

Kaede

Weapons to Unlock
Jambiya
Hocho Masamune
Sacred Knife
True Shippuu
Items to Unlock
Anti-Shell 1
Red Rosary
Items to Purchase
Orange Necklace (150 Souls)
Usable Weapons
Knife (default)
Jambiya
Hocho Masamune
Sacred Knife

Grunt

Weapons to Unlock
Dotanuki
Nodachi
Bamboo Sword
Blue Saber
Items to Unlock
None
Items to Purchase
Orange Necklace (150 Souls)
Usable Weapons
Katana (default)
Nodachi
Dotanuki
Blue Saber
Bamboo Sword

Mega Man EXE

Weapons to Unlock
Muramasa Blade
Paladin Sword
Items to Unlock
Z-Panel Red
Z-Panel Blue
Z-Panel Green
Items to Purchase
Anti-Shell 3 (100 Souls)
Usable Weapons
Long Sword (default)
Muramasa Blade
Paladin Sword

Magoichi

Weapons to Unlock
Dinner Special
Machine Gun
Chinese Combo
Beam Rifle
Items to Unlock
Sacred Gem 2
Items to Purchase
Black Necklace 2 (120 Souls)
Usable Weapons
Tri-Barrel Gun (default)
Machine Gun
Beam Rifle

WEAPONS & ITEMS

Here's a complete list of all the weapons and items in the game. *Note that the unlockable weapons and items can only be earned while playing in Story Mode at Normal difficulty or above.* There are also certain items which can only be purchased by specific characters from the Gate Keeper at the end of the game (or after exiting the Phantom Realms) while playing in Story Mode at Normal difficulty or above. Most weapons and items can only be unlocked by one specific character, and some weapons cannot be used by the characters who unlock them. All items can be used by any character. Some weapons and items can only be obtained the first or second time you play through the game with a specific character. If you miss your chance, reset that character's stats and start over from the beginning of the game to obtain the weapon or item you missed.

Weapons

Name	Special Effect(s)	Attack	Defense	Magic	Unlocked By	Unlock Method
Normal Sword	None				n/a	Samanosuke's defaultweapon
Raizan	Boost for thunder orbs	+1			Samanosuke	Find in Imajo Village Treasure House (first time through the game only)
Enryuu	Boost for fire orbs	+1			Samanosuke	Complete the Phantom Realm
Muramasa	Uses vitality	+2	+2	+2	Samanosuke	Find in Imajo Treasure House
(Note: This weapon can only be obtained in Samanosuke's "alternate" story mode. To open this story, complete the game only one time with both Samanosuke and Kaede, then play through the game a second time with Samanosuke)						
Bishamon Sword	Boost for all orbs	+2	+1		Samanosuke	Complete Phantom Realm 2
Nagamaki	None				n/a	Keijiro's default weapon
Long Nagamaki	None	+1			Keijiro	Complete Chapter 5 with ultra fast time
Blue Dragon	None	+1	+1	+1	Keijiro	Complete Phantom Realm 2
Knife	None				n/a	Kaede's default weapon
Jambiya	None	+1			Kaede	Complete Chapter 6
Hocho Masamune	Critical strike			–1	Kaede	Complete the Phantom Realm
Sacred Knife	Steals vitality (S)	+1			Kaede	Complete Phantom Realm 2
True Shippuu	Boost for wind orbs	+1			Kaede	Perform three or more criticals in Chapter 7
(Note: This weapon can only be obtained in Kaede's "alternate" story mode. To open this story, complete the game only one time with both Samanosuke and Kaede, then play through the game a second time with Kaede)						
Katana	None				n/a	Grunt's default weapon
Dotanuki	Special gauge damage (S)		+2		Grunt	Complete the Phantom Realm
Nodachi	None	+1			Grunt	Find in Imajo Village Treasure House
Bamboo Sword	All status changes null	–2			Grunt	Complete the 10th level of Phantom Realm 2
Blue Saber	Special gauge damage (L)	+2		+2	Grunt	Complete Phantom Realm 2
Yagyu Sword	None				n/a	Jubei's default weapon
Buraitou	Boost for thunder orbs	+1			Jubei	Complete the Phantom Realm
True Senpumaru	Boost for wind orbs	+1			Jubei	Find in Imajo Village Treasure House (first time through the game only)
Soshu Masamune	Single strike	+2	–1	–1	Jubei	Find in Imajo Treasure House
(Note: This weapon can only be obtained in Samanosuke's "alternate" story mode. To open this story, complete the game only one time with Samanosuke, Kaede, and Jubei then play through the game a second time with Jubei)						
Gladius	Silence Attacks		+1	–1	Jubei	Complete the 10th level of Phantom Realm 2
Rekka-Ken	Large boost for fire orbs	+2			Jubei	Complete Phantom Realm 2
Normal Spear	None				n/a	Ekei's default weapon
Halberd	None	+2			Ekei	Complete the Phantom Realm
Houtengeki	None	+1			Ekei	Find in Imajo Village Treasure House (first time through the game only)
Snake Spear	Critical strike	+1			Ekei	Complete Phantom Realm 2
Broad Sword	None				n/a	Oyu's default weapon
Dojikiri	Slight boost for all orbs	+1	+1	+1	Oyu	Complete the Phantom Realm
Phirangi	None	+1			Oyu	Complete Chapter 6 (first time through the game only)
Lion's Heart	Steals vitality (S)			–2	Oyu	Complete Phantom Realm 2
Kunai	None				n/a	Kotaro's default weapon
Roga-Kunai	Stun power		–1	+1	Kotaro	Complete the Phantom Realm
Hungry Wolf	Steals vitality (S)		–1		Kotaro	Available after obtaining Roga-Kunai weapon
Gabishi	None	+1			Kotaro	Complete Chapter 6 with ultra fast time
Swordbreaker	Special gauge damage (L)		+1	–1	Kotaro	Complete Phantom Realm 2
Swordeater	Steals vitality (S)			–1	Kotaro	Available after obtaining Swordbreaker weapon
Man Killer	None				n/a	Marcellus' default weapon (Normal Style)
Oni's Bane	None				n/a	Marcellus' default weapon (Power Style)
Extinction	None				n/a	Marcellus' default weapon (Speed Style)
Horse Killer	None	+1			Marcellus	Complete Chapter 5 with ultra fast time (first time through the game only)
Rhomphair	Weakens guard (L)	+2		+2	Marcellus	Find in Oni Tortoise Treasure House (lower box)
Oni Splitter	Special gauge damage (S)	+1			Marcellus	Complete Story Mode
Spring Tide	None				n/a	Jujudormah's default weapon

Weapons

Name	Special Effect(s)	Attack	Defense	Magic	Unlocked By	Unlock Method
Grace	Silence attack	+1			Jujudormah	Find in Imajo Village Treasure House
Claymore	None	+1	–1	+1	Jujudormah	Complete Story Mode
Arm Blade	None				n/a	Three-Eyes' default weapon
Yin-Yang Claws	None	+1	+1	+1	Three-Eyes/Musaid/Giramusaid	Complete Chapter 4 with ultra fast time
Adam Eve Claws	Increases one-hit kill rate				Three-Eyes/Musaid/Giramusaid	Find in Oni Tortoise Treasure House (lower box)
Morning Star	Weakens guard (S)	+1	+1		Three-Eyes/Musaid/Giramusaid	Complete Story Mode
Broken Nodachi	None				n/a	Zombie Warrior's default weapon
Nobunaga Sword	None	+1	+1	+1	Zombie Warrior/Jaid	Complete Chapter 5 with ultra fast time
Blood Sword	Steals vitality (S)	+1			Zombie Warrior/Jaid	Find in Oni Tortoise Treasure House (lower box)
Life and Death	Weakens guard (S)	+2	–2		Zombie Warrior/Jaid	Complete Story Mode
Long Sword	None				n/a	Mega Man EXE's default weapon
Muramasa Blade	Steals vitality (S)	+1	+1		Mega Man EXE	Find in Imajo Village Treasure House
Paladin Sword	Nullifies all negative effects	+2	+2	+2	Mega Man EXE	Complete Phantom Realm 2
Z-Weapon 1	None				n/a	Mega Man Zero's default weapon
Z-Weapon 2	Execute special moves	+2		+1	Mega Man Zero	Complete Phantom Realm 2
Beauty	Reverse control				n/a	Jujudormah-Ran's default weapon
Patriarch	Slow	+1	+1	+1	Jujudormah-Ran	Find in Oni Tortoise Treasure House (lower box)
Musashi Blade	None				n/a	Musashi's default weapon
Bakuen	Boost for fire orbs	+1			Musashi	Available after obtaining Enryuu and Rekka-Ken weapons
Basara	Boost for all orbs	+1	+1		Musashi	Available after obtaining Bishamon Sword and Excalibur weapons
W Saber	Special gauge damage (L)	+2	+1	+2	Musashi	Available after obtaining Blue Saber and Red Saber weapons
Suzukaze	Boost for wind orbs	+1			Musashi	Available after obtaining True Shippuu and True Senpumaru weapons
Raiden	Boost for thunder orbs	+1			Musashi	Available after obtaining Raizen and Buraitou weapons
Scallion & Ladle	Stun power	–1	–1		Musashi	Complete the Phantom Realm
Ichimonji	Increases One Hit Kill rate	+2		–2	Musashi	Complete the 10th level of Phantom Realm 2
Kansho/Bakuya	None	+1		+1	Musashi	Complete Phantom Realm 2
Onikiri	None	+1			Musashi	Perform one or more Criticals in Chapter 6
Nagamitsu	None				n/a	Kojiro's default weapon
Kogitsunemaru	None	+1			Kojiro	Find in Imajo Village Treasure House
Death Bringer	Weakens guard (L)	+2			Kojiro	Complete Phantom Realm 2
Tri-Barrel Gun	Consumes special gauge				n/a	Magoichi's default weapon
Dinner Special	Critical strike		–1	–1	Magoichi	Complete the Phantom Realm
Machine Gun	Consumes special gauge	+1	–1		Magoichi	Perform one or more Criticals in Chapter 7
Chinese Combo	Flame damage reduced by 50%	–1	+4		Magoichi	Complete the 10th level of Phantom Realm 2
Beam Rifle	Consumes special gauge	+2	–2		Magoichi	Complete Phantom Realm 2
Oni Slayer	None				n/a	Gogandantess' default weapon
Despair	All status changes null	+2		+1	Gogandantess	Perform 1,000 kills
Oni Eater	Critical strike	+1	+1	–1	Gogandantess	Perform three or more Critcals in Chapter 7 (second time through the game only)
Heshikiri	Steals vitality (S)				n/a	Nobunaga's default weapon
Provider	Steals vitality (L)	+1	–1		Nobunaga	Find in Oni Tortoise Treasure House (lower box)
Red Saber	Special gauge damage (L)	+2		+2	Nobunaga	Complete Story Mode
Garblade	None				n/a	Gargant's default weapon
Excalibur	Nullifies all negative effects	+1	+2		Samanosuke or Gargant	Purchase from Gate Keeper (180 souls)
Metal Club	Special gauge damage (L)	+2	–2	+1	Any human character	Perform 1,000 demon kills

Items

Name	Special Effect(s)	Attack	Defense	Magic	Unlocked By	Unlock Method
Herb	Heals 40 points of vitality (one time use)				Any character	Purchase from Gate Keeper (3 souls)* or find in Treasure Houses
Medicine	Heals 80 points of vitality (one time use)				Any character	Purchase from Gate Keeper (6 souls)* or find in Treasure Houses
Secret Medicine	Full recovery of vitality (one time use)				Any character	Purchase from Gate Keeper (10 souls)* or find in Treasure Houses
Talisman	Automatic recovery when vitality reaches 0 (one time use)				Any character	Purchase from Gate Keeper (15 souls)* or find in Treasure Houses
Power Jewel	Increases max. vitality (one time use)				Any character	Purchase from Gate Keeper (30 souls)* or find in Treasure Houses
Anti-Shell 1	Prevents the player from dropping orbs when knocked down (S)				Kaede	Find in Imajo Village Treasure House (first time through the game only)

Items

Name	Special Effect(s)	Attack	Defense	Magic	Unlocked By	Unlock Method
Anti-Shell 2	Prevents the player from dropping orbs when knocked down (M)				Kojiro	Perform three or more Criticals in Chapter 6
Anti-Shell 3	Prevents the player from dropping orbs when knocked down (L)				Mega Man EXE, Mega Man Zero, Nobunaga or Gargant	Purchase from Gate Keeper (100 souls)*
Purity Charm 1	Life Soul effect increases (S)				Keijiro	Find in Oni Tortoise Treasure House (lower box)
(Note: This item can only be obtained in Keijiro's "alternate" story mode. To open this story, complete the game only one time with Samanosuke, Kaede and Keijiro, then play through the game a second time with Keijiro)						
Purity Charm 2	Life Soul effect increases (M)				Gogandantess	Complete Story Mode twice
Purity Charm 3	Life Soul effect increases (L)				Ekei, Oyu, Kotaro, Nobunaga or Gargant	Purchase from Gate Keeper (100 souls)*
Red Rosary	Improved soul absorb (L)				Kaede	Complete the 10th level of Phantom Realm 2
Blue Rosary	Improved soul absorb (S)				Kotaro	Complete the 10th level of Phantom Realm 2
Green Rosary	Decreased soul absorb (S)		+1		Oyu	Complete the 10th level of Phantom Realm 2
Yellow Rosary	Decreased soul absorb (L)		+2		Keijiro	Complete the 10th level of Phantom Realm 2
Yang Soul 1	Positive soul effects rise over time (S)			–1	Ekei	Complete the 10th level of Phantom Realm 2
Yang Soul 2	Positive soul effects rise over time (L)				Kojiro	Complete the Phantom Realm
Yin Soul 1	Positive soul effects decrease over time (S)	+1	–1		Marcellus	Find in Imajo Village Treasure House
Yin Soul 2	Positive soul effects decrease	+2	–1		Kojiro	Complete the 10th level of Phantom Realm 2
Red Necklace	Power Soul (Yin) null (Attack-decreasing effects null)			–1	Ekei	Find in Imajo Treasure House
(Note: This item can only be obtained in Ekei's "alternate" story mode. To open this story, complete the game only one time with Samanosuke, Kaede, Jubei and Ekei, then play through the game a second time with Ekei)						
Blue Necklace	Speed Soul (Yin) null (Speed-decreasing effects null)			–1	Samanosuke	Perform three or more Criticals in Chapter 7
(Note: this Item can only be obtained after completing Samanosuke's "alternate" story mode. After completing the "alternate" story mode, play through the game a third time with Samanosuke to find the item)						
Green Necklace	Special Soul (Yin) null (Special gauge-decreasing effects null)			–1	Oyu	Find in Imajo Village Treasure House (first time through the game only)
Purple Necklace	Soul Poison null			–1	Any character	Absorb 10,000 souls
Orange Necklace	All Yin Souls null (All negative effects null)			–1	Keijiro, Kaede, Grunt, Nobunaga or Gargant	Purchase from Gate Keeper (150 souls)*
White Necklace 1	Automatic vitality recover (S)		–1	–1	Keijiro	Complete the Phantom Realm
White Necklace 2	Automatic vitality recover (L)	–1	–1	–1	Marcellus, Three-Eyes/Musaid/Giramusaid, Zombie/Jaid, Nobunaga or Gargant	Purchase from Gate Keeper (150 souls)*
Black Necklace 1	Automatic special gauge recovery (S)				Gogandantess	Find in Imajo Treasure House (second time through the game only)
Black Necklace 2	Automatic special gauge recovery (L)	–1			Musashi, Kojiro, Magoichi, Nobunaga or Gargant	Purchase from Gate Keeper (120 souls)*
Sacred Gem 1	Prevents the player from being disarmed (S)				Three-Eyes/Musaid/Giramusaid	Find in Imajo Village Treasure House
Sacred Gem 2	Prevents the player from being disarmed (M)				Magoichi	Complete Chapter 4 with ultra fast time
Sacred Gem 3	Prevents the player from being disarmed (L)				Jujudormah, Jujudormah-Ran, Nobunaga or Gargant	Purchase from Gate Keeper (100 souls)*
Gold Chicken	Stun power null				Gogandantess	Find in Oni Tortoise Treasure House (lower box, second time through the game only)
Bell of Warding	Flash bomb null		–1		Mega Man Zero	Find in Imajo Village Treasure House
Exorcism Flute	Attack silence null		–1		Samanosuke	Complete the 10th level of Phantom Realm 2
Oni Incense 1	Increase magic power (S)			+1	Zombie Warrior/Jaid	Find in Imajo Village Treasure House
Oni Incense 2	Increase magic power (M)			+2	Mega Man Zero	Complete the Phantom Realm
Oni Incense 3	Increase magic power (L)		–1	+3	Gogandantess, Nobunaga or Gargant	Purchase from Gate Keeper (100 souls)*
Seiryu Scroll	A Critical hit kills an enemy in an instant				Any character	Complete Story Mode at the Expert difficulty setting
Byakko Scroll	Increase Critical power by 50%, Critical timing doubled				Any evil character	Defeat two Onimushas at the Hard difficulty setting or higher (both Onimushas must be in the same chapter)
Suzaku Scroll	Critical timing tripled				Jubei, Nobunaga or Gargant	Purchase from Gate Keeper (200 souls)*
Genbu Scroll	Prevents Criticals				Any character	Absorb 20,000 souls
Z-Panel Red	Obtain all three Z-panels to unlock Mega Man Zero				Mega Man EXE	Complete the 5th Level of the Phantom Realm at the Normal difficulty setting
Z-Panel Blue	Obtain all three Z-panels to unlock Mega Man Zero				Mega Man EXE	Complete the 10th level of Phantom Realm 2
Z-Panel Green	Obtain all three Z-panels to unlock Mega Man Zero				Mega Man EXE	Complete Story Mode

*Note: Gargant can purchase items at 50% of their normal cost

"Ever wish you had a keyboard handy, just for online chats? Here's your solution."
iType2, Official U.S. PlayStation Magazine, January 2004

Choose Your Weapon Wisely...

iType2

Arm Yourself.

The ultimate online gaming controller for PlayStation 2.

ergonomic keypad

4 programmable text macros

sensitive analog buttons

Officially Licensed by Sony Computer Entertainment America, the **iType2™** from Nyko® is the simplest way to text chat with others while online gaming on your PlayStation®2 computer entertainment system. Its compact, integrated keyboard and programmable macro buttons let you program or type text messages without fumbling with the gamepad or using a separate keyboard. In gaming terms, this means you have the power to conquer any quest, monster or sorcerer right at your fingertips. Find out more: nyko.com

Now available at: BEST BUY GAMES GameStop and many other fine retailers

NYKO® and iType2™ are trademarks of NYKO Technologies, Inc. Licensed by Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Quote reprinted from Official U.S. PlayStation Magazine, January 2004, with permission. Official U.S. PlayStation Magazine is a registered trademark of Ziff Davis Publishing Holdings Inc. ©2004 NYKO Technologies, Inc. All Rights Reserved.

NYKO
INNOVATION FIRST

NINJA GAIDEN

by Raphael Minchella

The *Ninja Gaiden* series began in 1988 as a side-scrolling beat-'em-up arcade game, but quickly gained popularity as a three-part series on the Nintendo Entertainment System from 1989 to 1991. Sonically-enhanced versions of the NES games appeared on the Super NES in 1995 with *Ninja Gaiden Trilogy*, after which Ryu Hayabusa vanished for many years, resurfacing only briefly as a playable character in Tecmo's *Dead or Alive* fighting-game series. Nine years later, Ryu is back in *Ninja Gaiden* for the Xbox. This game has been well worth the wait. It surpasses all of your expectations with stunningly detailed graphics and interactive environments, fast-paced action with great control and enough unlockable secrets to wear out your controller buttons. Make no mistake: Ryu has returned, and he is here to crush the competition!

WEAPONS

Ryu is no longer tied down to his classic katana sword; he now has several different weapons at his disposal, each with its own range, damage ability and attack type. Here's a complete list of all the weapons in the game:

Melee Weapons

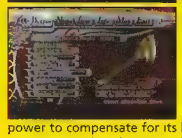
Dragon Sword—The all-around weapon of choice. When Ryu is wearing the secret costume (see page 34), the Dragon Sword will be replaced by the Plasma Sword, which can be upgraded to the Plasma Sword Mk. 2 (same as the True Dragon Sword).

Upgrade to Level 2: 3,000 Essence
Upgrade to Level 3: 5,000 Essence
Upgrade to Level 4: Requires Dragon's Eye (found in Chapter 13)

Wooden Sword—The ordinary Wooden Sword can become a tremendous force to be reckoned with if you spend your Essence to upgrade it. When fully upgraded, it becomes an Unlabored Flawlessness, capable of causing tremendous amounts of damage.
Cost: 500 Essence
Upgrade to Level 2: 3,000 Essence
Upgrade to Level 3: 5,000 Essence
Upgrade to Level 4: 10,000 Essence
Upgrade to Level 5: 20,000 Essence
Upgrade to Level 6: 30,000 Essence
Upgrade to Level 7: 40,000 Essence

Nunchaku—You'll find the Nunchaku in Chapter 4. It's a cool weapon to toss around, but it's rather weak and not very useful.

Vigoorian Flail—Found in Chapter 6. Extremely useful against large groups of weak enemies, but it just doesn't have enough punch to compete with Ryu's other weapons.
Upgrade to Level 2: 5,000 Essence



War Hammer—This hard-hitting weapon is wielded by the Fiend Hunter, Rachel. Ryu will be able to use it in Chapter 8 after Rachel is captured. The War Hammer packs quite a punch, but due to its size, it's very slow. You must anticipate enemy movement and use its reach and power to compensate for its lack of speed. As a special bonus, the War Hammer has the strength to bust down walls, which will be an essential ability for completing your quest.
Upgrade to Level 2: 5,000 Essence

Dabilahro—To earn this weapon, turn in 20 Golden Scarabs to Muramasa. This replaces the need to use the War Hammer and will become a very useful weapon when dealing with large bosses. Upgrade the Dabilahro as soon as possible to maximize its usefulness.
Upgrade to Level 2: 10,000 Essence
Upgrade to Level 3: 20,000 Essence

Kitetsu—The cursed blade is found in the beginning of Chapter 12. When you wield this weapon, it will slowly deplete your life, so try not to use it until you have the Armlet of Tranquility to cancel out the curse.

Projectile Weapons

Shuriken (unlimited)—You start the game with normal Shuriken. They don't cause much damage, but they can help to slow down charging opponents.

Windmill Shuriken (unlimited)—This gigantic throwing star acts like a boomerang, so it offers unlimited use. Carries a better punch than the ordinary Shuriken and should always be equipped when the bow is not in use. You will find it hidden in Chapter 4.

Incendiary Shuriken (Max. Carry: 15)—The most powerful Shuriken type is found in Chapter 6. Save them for enemies that are known to give you trouble, but use them sparingly or the cost will quickly suck away your Essence reserve.
Cost: 100 Essence

Bow/Strong Bow—Look for this useful bow on the ground in the shop in Chapter 2. Pressing **B** while holding the bow will auto-aim for the closest enemy, but it will not be very accurate. You can move the Left Thumbstick when holding down **B** to aim manually. Remember that you can zoom in twice with the **Right Trigger** to help your aim for difficult targets. In Chapter 8, you'll be able to trade in your regular Bow for a Strong Bow which delivers more powerful and accurate shots.

Arrows (Max. Carry: 15)—The first arrows you receive, they inflict average damage.
Cost: 10 Essence

Explosive Arrows (Max. Carry: 15)—Available in Chapter 9, these arrows explode upon impact and deliver "splash damage" to surrounding targets.
Cost: 100 Essence

APFSDS Cores (Max. Carry: 15)—Also available in Chapter 9, these arrows are very effective against armored vehicles such as tanks and helicopters.
Cost: 200 Essence

Armlets

Armlet of the Sun—Increases Ryu's attack power. This should be worn when the enemies you encounter are not giving you much trouble.
Cost: 5,000 Essence

Armlet of the Moon—Increases Ryu's defensive power. Put it on when you're having trouble on a certain level or engaging enemy groups with high-damage attacks.
Cost: 5,000 Essence

Armlet of Benediction—This Armlet will allow Ryu's Yellow Essence absorption to increase, which means more "money" for each kill.
Cost: 15 Golden Scarabs

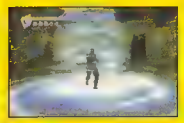
Armlet of Fortune—This Armlet will increase Ryu's Ki power build-up.
Cost: 30 Golden Scarabs

Armlet of Tranquility—When equipped, this will gradually replenish Ryu's health and also negate the curse of the Kitetsu Sword.
Cost: 40 Golden Scarabs

Ninpo

Art of the Fire Wheels—Found during the beginning section of Chapter 2. When activated, Ryu will surround himself with a fire shield for a short period of time and any enemy that he comes in contact with will take damage. This Ninpo is best used when surrounded by a mob of enemies.

Art of the Inferno—This Ninpo is the only Ninja magic that can be purchased at the store. The Art of the Inferno will envelop Ryu in flame and channel it to his arms to be shot out as a powerful fireball. Since the Art of the Inferno only targets one enemy, it's most effective against bosses who are susceptible to flame.
Cost: 1,000 Essence



Art of the Ice Storm—Found in Chapter 7, this is an area-effect spell. Ryu will change the atmosphere around him with energy, creating an ice whirlwind that will damage all attackers close to him. Best used in a small area against multiple enemies, or against bosses with poor mobility.

Art of the Inazuma—Found after destroying the Electric Worm in Chapter 10. Ryu will rise up in the air, charge his body with electricity and blast out electric bolts that slaughter all enemies in the surrounding area. Most effective against large crowds of tough opponents.

ITEMS

Restoration Items

These health/magic items are scattered throughout the game and can also be purchased if needed. (Note: Prices shown are for Normal Difficulty only.)

Elixir of Spiritual Life (Max. Carry: [illegible])—Replenishes a small portion of your life. Use these when running low on health and only against weaker enemies. Don't waste several of them to fill your life bar; instead, wait for Blue Essence to replenish it for free.
Cost: 500 Essence

Great Spirit Elixir (Max. Carry: [illegible])—Fully restores your life meter. Save these for when you are near death during boss battles or when you have run out of Elixir of Spiritual Life in mid-level.
Cost: 5,000 Essence

Elixir of the Great Way (Max. Carry: [illegible])—Replenishes one of Ryu's Ki power. It's best to save your money for something else; these are scattered throughout the game, and a Red Essence will fill up your Ki meter just the same.
Cost: 2,000 Essence

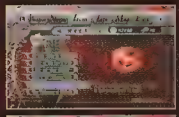
Great Great Elixir (Max. Carry: [illegible])—Fully restores Ryu's Ki power. Best used in boss battles when the boss is vulnerable to a certain type of Ninpo. Do not spend your hard-earned Essence on a Great Devil Elixir; you will find enough of these in the game for free.
Cost: 10,000 Essence

Talisman of Fukkatsu (Max. carry: [illegible])—The Talisman will bring you back to life if you lose all of your health during a battle. Save these for difficult boss battles; if you inadvertently use one in the middle of the level, reset the game and try again from your last save point. These are too valuable to be wasted on weak enemies.
Cost: 15,000 Essence

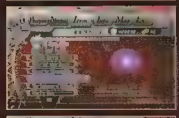
Power-Up Items

These items cannot be purchased in any store; they can only be acquired by discovering them in your quest.

Life of the Gods—Collect nine of these blue spheres and Ryu's max life will permanently increase.



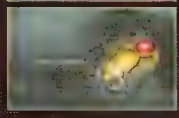
Spirit of the Devils—This red sphere will permanently increase Ryu's Ki power gauge, allowing Ryu to use more Ninpo before having to replenish the meter.



Jewel of the Demon Seal—Upgrades the level of one of your Ninpo techniques. Choose wisely, because once the Jewel is committed it's permanent.

Lives of the Thousand Gods—Instantly increases Ryu's max. life gauge, so use it as soon as you obtain it. This will not affect the count of your Life of the Gods spheres.

Technique Scrolls—The Scrolls reveal secret, ancient combo attacks and techniques that Ryu can learn. Most technique scrolls will be found during your adventures; however, the Izuna Drop is available for purchase at Muramasa's shop.



Golden Scarabs—These precious treasures are well hidden in the game world and are sought by the shopkeeper, Muramasa. He will present Ryu with many special items when enough Golden Scarabs are delivered to him according to the following chart:

Number of Golden Scarabs	Reward
1	Life of the Gods
10	Spirit of the Devils
15	Armlet of Benediction
20	Special weapon: Dabilahro
30	Armlet of Fortune
40	Armlet of Tranquility
50	Classic *Ninja Gaiden* Video Game

PURCHASING GUIDE

Wondering which items you should purchase and which ones you should steer clear of? Here are some tips:

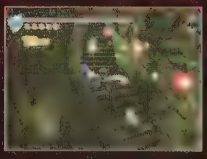
• **Priority Buys**—First, search for are upgrades for your main melee weapons (namely, your Dragon Sword). The new moves you obtain when you upgrade a weapon will greatly help you to finish off your enemies in a quicker, safer manner. If your health keeps running low, you should definitely spend some Essence on Elixirs of Spiritual Life. Be sure to carry at least three Elixirs with you at all times.

• **Exclusive Buys**—There are several important items that are only available for sale in Muramasa's store and cannot be found in the outside world. These items should be purchased if there is enough Essence in your bank. They include:

The Art of the Inferno	1,000 Essence
Armlet of the Sun	5,000 Essence
Armlet of the Moon	5,000 Essence
Wooden Sword	500 Essence
Technique Scroll: Izuna Drop	1,000 Essence

• **Wasteful Buys**—Some expensive items should not be purchased because they can be found in the outside world. The Great Spirit Elixir, Talisman of Rebirth, Elixir of the Devil Way and Great Devil Elixir fall into this category; there are plenty of these items available along your path, so you need not worry about running low. You should also stay away from purchasing projectile shots such as Incendiary Shuriken, Arrows, Explosive Arrows and APFSDS Arrows. They may seem cheap at first, but the costs can really add up quickly. These items can also be found on corpses and equipment crates in strategic parts of most levels, which means that they will be in unlimited supply in areas where they are needed.

ESSENCE



When Ryu sends his attackers into the afterlife, a compact ball of energy is released into the air. These balls of energy are referred to as "Essence." The size and the amount of the Essence left behind depends on how powerful the enemy is and how brilliantly the enemy was killed. Here are the three types:

• **Yellow Essence**—This is used as currency in *Ninja Gaiden*. The bigger the Essence, the higher its value. Yellow Essence is essential for purchasing much-needed items or upgrading your current weapons at the shop.

• **Blue Essence**—This Essence will recover a small portion of Ryu's health. The amount of health recovered depends on the size of the Blue Essence.

• **Red Essence**—This will replenish Ryu's Ki meter, which is used for Ninpo techniques.

FIGHTING STRATEGY

Know Your Enemies

All of Ryu's enemies are deadly in their own way. You must learn to quickly identify each enemy type so you'll know their strengths and weaknesses immediately. Are they offense or defense oriented? Powerful, or quick? Do they have unblockable grappling moves or projectile attacks? Everything you learn and remember will help you when facing the same enemy types again later on in the game.

THE ART OF ULTIMATE TECHNIQUES

Essence Chain Reaction

After an enemy has been killed and Essence has been released, press and hold the Y button to suck in all of the Essence surrounding you. When the Essence has been absorbed, you will see that Ryu become charged with power. Release the Y button to dart at the nearest enemy and unleash what is known as an Ultimate Technique. The more Essence absorbed, the more powerful the Technique will be. Enemies killed by an Ultimate Technique will release more Essence than usual, which can compound into greater and more powerful Ultimate Techniques, which then lead to more Essence...you get the idea.

Wait For The Strike

An Ultimate Technique will not occur if the initial hit does not connect. When you are charged and Essence has been absorbed, Ryu will be unable to move or block. This means that you can't get closer to your enemy in order to nail them with an Ultimate Technique. If you know that enemies are still in your area but you can't see them due to the camera angle, wait until you see someone in range before you release your charge; this way, you won't waste the attack.

Jump Into Essence Charge

One bad thing about using Ultimate Techniques is that you have to slowly charge your weapon for a period of time, which leaves you vulnerable to attack. A great way to avoid the charging animation is to land from a jump and go into an Essence Charge. This is how it works: Jump away from an enemy or use the Wind Path technique to jump at an enemy. Just before Ryu lands from his jump, press and hold Y; when he lands, he will go straight into a full charge and immediately absorb Essence for an Ultimate Technique. You will notice that landing into an Essence Charge is much faster and safer than charging while standing.

Know When to Quit

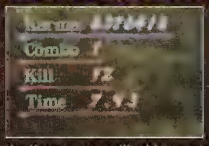
When Ryu absorbs the Blue Essence for an Ultimate Technique, he will not be awarded the health bonus that comes from touching a Blue Essence. For this reason, be sure that your health meter is in good shape before you blindly use Ultimate Techniques—and refrain from using them when running low on health. You might accidentally absorb a Blue Essence that could have saved your life! Remember, survival never goes out of style.

The Right Equipment For the Job

As your weapons and item inventory increase, so will your ability to deal out more damage in different ways. Always keep track of what items you have and how they can benefit you, from weapons to Ninpo to Armlets to projectiles. Be sure to change up your items for the situation at hand. If you're taking too much damage due to quick enemies, switch to the Armlet of the Moon and use a quick weapon like the Vigoorian Flail. If you're constantly surrounded and can't get any breathing room, switch to the War Hammer and use the Art of the Inazuma as backup. Remember that a ninja always adapts to his surroundings.

FIGHTING STRATEGY

Extra Ninja Sense



Throughout the adventure, you will run blindly into several fights due to awkward camera angles. To give yourself advance notice of the threats ahead, turn on your Karma meter by pressing the **White** button. When the Karma Meter is on and enemies are in your area, you'll see that the Karma score will add two more sections: "Combo" and "Kill." When you see this, you'll know that there are threats close by. Another added bonus with the Karma display is that you can estimate the number of enemies by displaying the time limit for the kill bonus. If you press the **Left Thumbstick** while fighting an enemy with the Karma score displayed, a timer will appear; if you kill all of the enemies before that timer runs out, you receive a Karma bonus. With a 10- or 20-second timer, you know that the enemy group will be relatively small. If the timer reads 90 seconds or 200 seconds, you'll know that you have a long battle ahead.

Calculated Attacks vs. Button Mashing

With all of the drawn-out combos to select from, it's easy to just hammer on the attack button and see what happens. Although this may seem effective at the start of the game, it will get you into some trouble if you're still doing it in the later levels. Take some time to read up on the different attacks each weapon has to offer and try them in various situations. Determine which attack techniques leave you in a relatively safe position and use those attacks exclusively. The attacks that will leave you in trouble are usually those with more than four attack strings involved. Look for simple, strong attacks that knock opponents to the ground instead.

Keep Your Finger on Block

After completing a lengthy combo, Ryu will usually go into his "recovery" animation where he becomes vulnerable. If you hold down the Block button (**Right Trigger**) during the recovery period and an enemy strikes you, you will interrupt the recovery animation and block the attack! From here you can either perform the Reverse Wind to give yourself some distance or do a counter strike (after obtaining the Counter Attack Technique Scroll) to get back on the offensive.

Keep Moving

Most enemies in *Ninja Gaiden* are very quick and mobile, which gives them multiple avenues of attack. This is why it's always a good idea to keep moving while engaged in a battle against a group of enemies. Constant movement will help you evade off-camera aerial and projectile attacks, and also help separate the group so you can engage on one-on-one battles instead of four-to-one mismatches.

Use Your Aerial and Wall Attacks

This goes hand-in-hand with constant movement. While constantly moving (jumping and wall running) for defense, you can also use your aerial and wall attacks for offense. Jumping and wall attacking do more damage to the opponent and leave you in a better defensive position. A few good examples of this are the Flying Swallow (Level 2 Dragon Sword), Cicada Slash and the Guillotine Throw (Technique Scroll).

OVERALL SURVIVAL STRATEGY

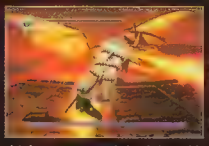
Refer to Maps Regularly

In every level you will come across a level map that clearly depicts the entire area. The later levels are more complicated, so it's a good habit to check up on your position to avoid running into unnecessary battles.

Save Often

Be sure to use every save point that you find, because you will never know what lies ahead. If you happen to clear a difficult area just after a save point, it's a good idea to go back and save again. There is no limit to the number of times you can save, so use this to your advantage.

Learn From Your Mistakes



If you come out victorious in a boss fight but believe that you could have done better (e.g. you used a Talisman of Rebirth), don't be afraid to reset your Xbox and try again for better results. A Talisman of Rebirth costs a whopping 15,000 Essence points, so if you think you can get it back by taking what you've learned from the first encounter and trying again, then by all means, do it. Talismans are very hard to come by and should only be used in the most desperate situations.

Be Health Conscious

Always check your health gauge to see if you can withstand a powerful attack before deciding to move on. This is a fast game with fast enemies and high-damage attacks—it's easy to get wrapped up in the excitement and suddenly lose your life. A true ninja will always evaluate each new situation for danger. Stock up on Elixirs of Spiritual Life (three to five is plenty) and keep an eye out for Blue Essence from your departed enemies. Remember: If you absorb a Blue Essence for an Ultimate Technique, you will not receive the health bonus for that Blue Essence.

WALKTHROUGH

Ninja Gaiden is a rather large game, spanning 16 total levels. We don't have enough room to provide a step-by-step walkthrough here, so we'll focus on the key progression points that will allow you to complete each level.

Chapter 1: The Way of the Ninja

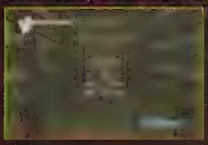
1) Training Grounds—This area will teach you various movements and the essential jumps Ryu is able to perform. New terrain obstacles are presented as Ryu advances through the ravine and up to the Ninja Fortress. Kunai Scrolls will clue you in on how to overcome different situations. You will also encounter some light resistance as you approach the Fortress.

2) Trap Door/Fangs of the Samurai—After penetrating the first few rooms of the Ninja Fortress (remember the samurai statue that you passed at the end of the hall), you will come across this room filled with ninjas appearing from the wall panels. You don't need to clear this area in order to advance; instead, go to the end of the room and drop down the trap door hidden in the center of the floor. Make your way through the Underground Storehouse and collect the Fangs of the Samurai in the chest.

3) Return Fangs for Key of Courage—Go back up to the Fortress and drop down inside (be sure to grab the Talisman of Rebirth before dropping down). Backtrack to the hallway where the samurai statue is resting. Use the Fangs of the Samurai on the statue to release the Key of Courage.

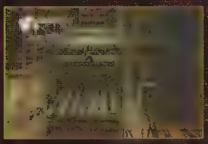
4) Use Key to Enter the Inner Sanctum—Turn around and go back to the area where you fell through the trap door, but don't fall through it again. Go around the trap door and slice the scroll hanging on the wall to reveal another room. Use the save point here and climb the stairs. Race up the pathway and use caution when dealing with the two white ninjas that grant you. Use the Key of Courage to advance to the Inner Sanctum. Once inside, Ryu must take out a group of white ninjas in order to proceed.

Chapter 2: The Hayabusa Ninja Village



1) Back to the Start—Talk to Murai when Chapter 2 begins. He will give you the skinny on Ultimate Techniques and the Reverse Wind move. Now it's time to backtrack all the way through the Ninja Fortress (make sure to not fall into the trap door!) and back to the ravine where you first started. Once you reach the Valley of the Shadows, jump down to the very bottom level and go left, away from your starting point. Here you will receive your first Ninpo attack, the Art of the Fire Wheels. Now use the elevator to travel down into the depths and make your way to the village.

2) Journey to Hayabusa Village—On your way to Hayabusa Village, Ryu will encounter two new enemies: Samurai and Samurai Mages. Samurai are much more defensive than Ninjas, so use the Falling Dragon Blade and Reverse Wind techniques to penetrate their guard. Use the Reverse Wind to avoid the Mages' energy blasts and block their combo strings for a chance to attack. Check the wooden watchtower for the map to Hayabusa Village just before the broken bridge.



3) Hayabusa Village—Clear out the Samurai hanging out in Hayabusa Village, then make your way to the two-story building. Use the ledges to hop onto the second story and climb through the window. Once inside, drop down to the first floor and interact with the statue of Muramasa. Purchase the Art of the Inferno and Wooden Sword at the shop. Grab the Bow on the floor and exit from the first-floor door.

Chapter 3: Skies of Vengeance

1) Living Quarters/Wing Key—Save your game at the start of the level and venture through the living quarters of the Airship. You will find some healing elixirs and the Airship map which is located in Room 1-4. Exit this room and travel left, toward the double doors. Ryu will be ambushed near the end of the hallway. Clear out the hallway to get the Wing Key for the double doors.

2) ID Card—Go down the left stairwell and visit the store. Upgrade your Dragon Sword to Level 2 (essential for the upcoming boss fight) and buy the Izuna Drop Technique Scroll if you can. Climb back up to the Main Deck and proceed to the Captain's Quarters. Grab the Map of Tairon on the desk, then use the elevator to go down. Clear out the small army waiting for you in the Helm and obtain the ID Card.

Murai

Recommended Equipment: Dragon Sword

Attacks to Expect

A. Triple Strike Chain—Murai will do three successive strikes that can all be blocked. Ryu can usually get in a hit or two after the third hit.

B. Charging Dash—Murai will charge for a split-second, then dart at Ryu with blinding speed. This attack can be blocked and will leave Murai's back exposed for a solid ground combo.

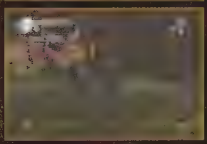
C. Unblockable Throw—If Ryu tries to stand toe-to-toe with Murai, Murai will grab Ryu for a punishing amount of damage. This throw cannot be blocked and can only be avoided by staying out of throw range.

Although Murai appears to be an intimidating adversary, he can be easily overcome with one move alone. When the fight begins, lure Murai over to the right wall. As you approach him, jump onto the wall and execute a Cicada Slash (press X or Y while on the wall). Murai will not have an answer for this attack; just keep doing this until he is drained of life.

4) Horsemen—After turning the corner, the building behind you will collapse, trapping Ryu in a Horsemen ambush. Equip your bow and stand against the building walls to your right, then aim for the circling Horsemen and block when they try to ram you. When you knock them off their horses with your bow, charge at them with your sword to finish them off. If you run out of arrows, look for a corpse that you can pull arrows from.

The Horselord

Recommended Equipment: [illegible] Fire Wheels



Attacks to Expect

A. Various Slashes—All of the Horselord's slashes can be blocked, so keep your guard up when you're not sure where he is.

B. Horse Charge—The Horselord may attempt to ram you with his horse. When you block this attack, the horse will jump up on its hind legs and be vulnerable to a counterattack.

C. 12 Samurai Mages—Use Reverse Wind to avoid their energy blasts, and wait until you block the Mage's four-hit string before you attack.

The safest way to defeat the Horselord is to remove his Samurai Mages from the picture. It may seem like he has a never-ending supply of Mages, but there are only 12. Position Ryu against the far wall to engage the Mages, and always keep your guard up when not attacking in case the Horselord tries to ram you from off-screen. After blocking the Mages' melee attack, use the Crimson Slash (X, X, X) to kill them in one combo, then collect the Blue Essence they leave behind. When all 12 Mages are dead, you'll have no trouble with the Horselord. Hold **Right Trigger** to guard against his attacks and retaliate with your sword, or shoot him in the back with your arrows when he passes. When you have defeated him, grab the Technique Scroll and exit through the door.

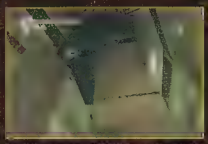
3) Power Station—Go back up the elevator and enter the first door on your left. Hit the save point and keep going straight until you reach the Middle Cabin. Go to the end of the cabin and turn the crank on the right wall to lower the cargo door. Move to the end of the cargo door and jump on the pole hanging on the right side. Shimmy across to the other side and head for the back of the ship. Look around to right side of the door to find a cracked window, then break through it to slice and dice the power station.

4) Moving On Up—Backtrack all the way to the save point at the bottom of the spiral staircase. Save your game and venture up the stairs. Head for the Crew Compartment and up the stairs on the end, then battle your way through the two levels of the Gas Compartment Passageway to reach the ladder to the Upper Deck. At the base of the ladder, use Flying Bird Flips to reach a passageway that leads to the hatch lock. Turn the lock off and climb the ladder to reach the next boss (you might want to return to a save point before going up).

Chapter 4: Imperial City Infiltration

1) Military Gate—Use the save point at the start of the level to record your progress and pull out the Airship Captain's map of Tairon to find out where you are (I'll be referencing landmark points displayed on the map). Make your way down to the Twin Serpents Plaza and hang a left over to the Military Gate. Run along the left wall in the Military Gate area to discover a corpse containing an important Technique Scroll, Guillotine Throw. Move south to clear the enemies and proceed through the southern door labeled with an orange circle. Travel to the end of the alleyway (passing the left turn-off) and go right to collect the Stone Tablet (Top).

2) Clock Tower Plaza—Unlock the gate in front of you for future use, then turn around and back track down the same alley you came from. Take your first right and follow the narrow alleyway down to the two sets of stairs. Drop down to the street and venture right. Open the large door with the two yellow circles imprinted; it will lead to Clock Tower Plaza. Go straight down the street and look right when it forks. Here you'll find a corpse with some Nunchaku for you. Come back up the street and take a left. Enter the stairwell on your right to find a Spirit of the Devils, then continue down the street and enter Muramasa's shop to stock up on supplies. Exit left and open the door with the five green emeralds by pulling the lever on the right.



3) Great Bridge Square—Go straight down and head up the stairs on the left side of the street. Once Ryu turns the left corner, he will be attacked by black ninjas. Silence them and go into the dead end on your left. Use repeated Flying Bird Flips to reach the top of the building. Jump over the building gaps (Wall Run the right side for the second jump) and obtain Suke's Diary from the corpse. Continue down the path to its end; you will discover a lever to unlock the door below you.

Chapter 5: The City of Fiends

1) Han's Bar Rooftop—Collect the Lily Key on the rooftop and save your progress. Fight through Han's Bar while collecting various elixirs hidden along the way. A welcoming crew will greet you as you exit the front door; introduce them to your swift blade and be sure to use the save point on your left when you're finished mingling. Travel up Pleasure Street and exit through the door. Now go straight and enter through the door marked with two yellow circles. Follow the right wall and use the Lily Key to unlock the door with the Lily symbol.

2) Key of Pegasus—Follow the walkway down to a dead end, then use the continuous wall-running technique (as you did to obtain the Windmill Shuriken) to reach the upper level on the left. Wall Run on the right wall, then jump to the center wall and Wall Run on the center wall to jump on the upper ledge. Follow the winding tunnel to the door marked by three red circles. Turn to your right and take the stairway up to Drawbridge Square. Enter the door marked by a blue circle and travel up the path to collect the Key of Pegasus inside the chest on the left side of the path.

BOSS: Machine Head

Recommended equipment: Level 2 Dragon Sword, Helm of the Sun

Attacks to Expect

A. Charge Blast Shots (far)—When Ryu is at a distance, Machine Head will charge his cannon and let loose unblockable blasts that can give Ryu quite a shock. To dodge them, move toward Machine Head in a zig-zag dash while jumping and using Reverse Wind.

B. Blaster Swipe (close)—When you get close, Machine Head will attempt to swipe at you with his cannon. Block this attack or use the Reverse Wind to avoid it. Be careful, as an unblockable Shocker Grab will always follow.

C. Shocker Grab—If you stay too close, Machine Head will hold Ryu and electrocute him before blasting him away with a point-blank shot from his charge cannon. This attack can't be blocked, but it can be avoided with the Reverse Wind.

There is an extremely easy pattern for beating Machine Head, but it requires a Level 2 Dragon Sword. (Good thing you bought that upgrade, right?) Dart at him immediately as the fight begins; when you see Machine Head charge his cannon, jump toward him and do a Flying Swallow. When you land behind him, hold the Block button and do a Reverse Wind away from Machine Head (toward the camera) to distance yourself. Stand still and wait for Machine Head to charge his cannon again so you can repeat the process. With this simple pattern, you'll lay him down in no time.

4) Pleasure Street—Drop down and enter the door to Pleasure Street, then follow the street to Han's Bar. The door bouncer will inform you that you need a ticket to go inside. Inspect the poster to the right of the door of Han's Bar to learn how to get a free ticket. Check yourself at the save point and head on back to Muramasa's shop.

5) Windmill Shuriken/Ticket to Han's Bar—As you try to leave Han's Bar, a Kunai Scroll appears, letting you know about a special weapon hidden in the alley. To reach the ledge where the weapon is hidden, Wall Run across the building and jump to the next corner of the building. Wall Run on the next building and jump again, then once more for the third building. Use the horizontal blue strips on the building as a pathway to guide you. Once you obtain the Windmill Shuriken from the ledge, continue back to Muramasa's shop in Clock Tower Square. Buy anything from his shop to get a ticket (arrows are cheapest), then go back to Han's Bar to meet your beautiful new friend!

3) Dworku—Backtrack down to the Moat Road tunnel and use the Pegasus Key to unlock the gate. Pull the lever to lower the drawbridge, then return to Drawbridge Square. Cross the drawbridge into Dworku and use the save point at the end of the road. Take the northern path that leads to Monastery Plaza. Clear out the small force there and advance to the Monastery Annex.

BOSS: Tentacle Fiend

Recommended Equipment: Level 1 Dragon Sword, Helm of the Sun, Fire Wheels, Armlet of the Sun

Attacks to Expect

A. Tentacle Swipe—The boss' basic attack is a circular sweep with either of his long tentacles. He will swipe along the ground one way, then swing the tentacle back the other way. These attacks can be blocked, but you may be momentarily stunned after blocking the first swipe, which will leave you vulnerable for the return swipe.

B. Tentacle Grab—This attack looks exactly like the regular Tentacle Swipe, but it's unblockable and causes a ton of damage. The Tentacle Fiend will grab Ryu by the feet and bash him into the ground a few times before throwing him off into the distance.

C. Acid Discharge—After substantially injuring the Tentacle Fiend, it will begin to eject acid from its head. If you stay close to the Fiend like you should, this will not affect you at all.

This is one of the easiest bosses in the game. Get close to the body and attack the base of his tentacles. Use the Flying Swallow to strike the tentacles safely. Once both of his tentacles are severed, his body will be vulnerable to attack. Keep hacking away until his tentacles grow back. Now return to the tentacles and sever them again. Repeat this pattern until the Tentacle Fiend is just a sad pile of goo.

Chapter 6: The Monastery

1) Dworku Monastery—Make your way through the Monastery Annex and visit the store at the end to stock up on supplies. Move on to the courtyard and grab the Monastery map from the corpse, then save your game and enter the Dworku Monastery. Now venture into the Archive on the right. Clear the Archive of enemies to unlock the security gate and collect the goodies from the display cases. Equip your Incendiary Shuriken and blow away the cracked wall on the third floor of the Archive room.

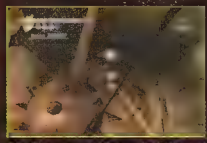
2) Monk's Room—Creep along the rafters of the Alter Hall to reach the Monk's Room. Grab the Raptor (the Deity of Sentiment statue) just to the right of the desk. Now go to the wall-mounted safe and enter the following combination to get the Book of Eons: Turn left to number 2, right to number 7, pause, turn right to number 1, then left to number 2. Exit the Monk's Room and drop down to the bottom floor. Approach the Altar and use the Book of Eons to reveal a secret passage.

3) Underground Cemetery—Take the Cemetery map from the chest, restock on the Incendiaries from the corpse and save your game. Use the Incendiary Shuriken on the cracked wall and run for your life! Use the wall run technique to clear the spike traps.

Once you're clear from the boulder dash, save your game and advance into the depths. (Be sure not to fall in the center or your game will be over with no Talisman protection!) Use your map and journey all the way down as far as you can until you reach the large circular room with a giant switch embedded on the floor. Use the Helmet Splitter (jump straight up with Y) to activate the switch. Travel down the new path to the Ritual Room. Don't forget to pick up the Vigoorian Flail on the right side of the path. Clear the Ritual Room (take out the Archers first) to escape with the Holy Grail. You must now travel back up the Cemetery. Reach the save point and save your game, then keep heading on up until you reach a gated door. Go through it; to your left you should see an altar between the two gates. Place the Holy Grail in the altar and prepare to fight!

Chapter 7: Hidden Underground

1) Chamber of the Blue Eye/Red Eye—Head through the passageway leading down and follow it to the depths where the bones of the Skeleton Dragon lie. Enter the newly-discovered Egyptian Underground and visit the store to upgrade your Dragon Sword and Vigoorian Flail as well as stock up on supplies. Collect the map of the Hidden Underground and save. Move on into the Chamber of the Blue Eye after falling off the suspension bridge. Equip your bow and shoot the glowing red eye on the wall to reveal a blue path.



Now make your way across the blue path while dodging the mace pendulums. The blue path will only last a short while, so be quick. If the pendulums keep knocking you off, you can slow them down by shooting an arrow into the red eye at the top of the mace. Use the Wall Run over the last gap and hit the blue eye at the end of the path. Now move on to the Chamber of the Red Eye. Cross the path while avoiding the bed spikes and the mace pendulums to activate the red eye on the other side.

2) Tentacle Fiend—Exit the Red Eye Chamber and enter the door that you just unlocked to encounter another Tentacle Fiend. Use the same methods as you did in Chapter 5 to defeat this foe with ease.

BOSS: Dinosaur Bones

Recommended equipment: Level [illegible] Shuriken, Art of the Inferno, Armiet of the Sun

Attacks to Expect

A. Tail Sweep (unblockable)—When the dinosaur switches positions around the backside, he will swing his tail along the ground. This can't be blocked, but you can jump the tail to avoid damage. You'll have to jump twice, since he will make another pass immediately after the first.

B. Bone Spears—The Dino will release bone spears that float above his body for a moment before darting toward Ryu. They can be blocked or easily avoided by Reverse Wind.

C. Claw Swipe—When you see the Dinosaur's claw rise from the ledge, he might be going for a Claw Swipe. This attack can't be blocked, so retreat to be safe from danger.

D. Chompy!—The boss' worst attack is his bite. If he manages to get a mouthful, you can kiss one of your Talismans goodbye. The cue for this attack is when he recoils his neck in order to lunge at you. Avoid this by running all the way to one side of the screen and staying there until he retracts his head.

The only way to inflict damage here is to slice up each one of his claws that are laid out in front of you. There are two ways to do this. The quick way is to use quick combos and Flying Swallows with your Dragon Sword while avoiding the attacks listed above. The safe way is to use your Windmill Shuriken from the corner of the screen to peck away at the Dinosaur's health. If you choose the safe method, the only things you have to look out for are the Bone Spears and the Tail Sweeps.

Leave the chamber and immediately look to your right. Use Flying Bird Flips inside the small wall gap to reach the top. Take the path down to the Chamber of Everlasting Sleep while collecting goodies on the way.

3) Chamber of Everlasting Sleep—Upon entering the Chamber, walk onto the ledge left of the stairs. Use the Wall Run to make it to the platform just to the left of the sarcophagus. If you miss the platform, use the switch on the right side of the stairs to lower the sarcophagus and try again. Examine the sarcophagus twice to claim the Wolf (Deity of Wisdom) and the Skull Key. Use the Skull Key on the gate to your right and enjoy the water ride. Take the underwater elevator up to the Monk's Room. Exit the Monk's Room and drop down to the Altar Hall.

BOSS: Alma

Recommended equipment: [illegible] Shuriken, Art of the Inferno, Armiet of the Sun

Attacks to Expect

A. Roundhouse Kick to Throw—When Ryu is close, Alma will sometimes throw out a high roundhouse that leads to a slam grab. This attack can't be blocked, so avoid it with the Reverse Wind, get a few hits in, then get back out of range.

B. Purple Energy Blasts—Alma will surround herself with purple flames and fire them at Ryu. Avoid them with constant movement, strafe jumping and Reverse Wind techniques.

C. Pillar Throw—Alma will rip apart the pillars from the Altar Hall and use them as projectiles. Dodge left and right when you see the pillars floating just behind her.

D. Bubble Grab (unblockable)—Alma will cry out and radiate the ground below her. Move away from this area by jumping and using Reverse Wind. If you get stuck in her energy field, you'll take tremendous damage.

The key to winning this fight is to use your zoning skills effectively. Distance yourself just far enough so that when you see Alma charge an attack (ripping pillars from the Altar or charging the purple flames), you can immediately jump toward her and execute a Flying Swallow attack. This will knock her from the sky and stun her for additional attacks on the ground. After she recovers, distance yourself the same way you did before. Wait for her to charge and nail her with another Flying Swallow to repeat the process. You can also use the Art of the Inferno for the same stunning effect if you have trouble landing the Flying Swallow. Keep an eye on your health and make sure that it doesn't fall below 33% or you might die from the next mistake.

Chapter 8: Tairon Under Alert

1) Journey to the Military Gate—Go back into the Monastery and grab Rachel's War Hammer from the ruins, then come back out and save your game. Make your way toward the drawbridge to exit Dworku and enter Tairon. Use the War Hammer to clobber the cracked wall blocking your path, remove the bolt from the gate and head right, toward the Military Gate. Use the Skull Key to unlock the gate on the left just before the door leading to the Military Gate (orange circle). Use the Flying Bird Flip to bounce off the wall and onto the abandoned building ledge. Reach the third floor and exchange your bow for the Strongbow.

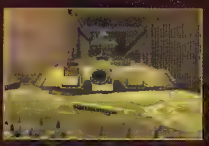
2) Military Gate Standoff—After getting the Strongbow, proceed to the Military Gate. As soon as you enter, move to the right and take cover from the machine gun fire behind the brick wall. Arm your Strongbow and take out the left gunner first, then the right.

After you have killed the gunners, a helicopter will approach the Military Gate and open fire. Hold the Block button to avoid taking damage from the gunfire while maintaining a center position in the area. If you're close to a wall, the helicopter will start to fire missiles that can't be blocked, so be on the lookout for them. Eventually, the helicopter will fly off to prepare for another attack. This is your cue to loot the corpse and restock your arrows. Now take aim at the open window on the third floor across from the gate and snipe the RPG (Rocket-Propelled Grenade) Soldier.

Head through the gate with the orange circle and go back up to the third floor of the abandoned building where you obtained the Strongbow. Take aim through the window and nail the green switch across the way. The base is now open for business!

Chapter 9: The Military Supply Base

1) Inside the Warehouse—Follow the long road toward the Supply Base. Clear out the small army guarding the entrance and collect the Warehouse Key to enter the dark warehouse. Travel up the stairway in front of you and take it to the third floor, using your Windmill Shuriken to destroy the nearby heli-guards. Flip the switch on the third floor to turn on the power, then go to the end of the third floor walkway to activate one of the cranes. Drop down to the first floor, head for the crane that isn't activated and hit the switch beneath it to activate it. Go back up to the second-level walkway and use the cranes and the train to hop across the warehouse to the walkway on the other side. Proceed up the walkway to the small office and collect the Shutter Control Card Key and the Map of the Military Supply Base. Drop back to ground level and use the card on the shutter to move on.



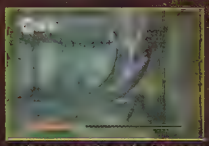
2) Tank Battle—When you venture into the dirt yard, you will be attacked by two tanks. Equip your Explosive Arrows to take out the machine gunner first. When he is down, switch to APFSDS Cores and shoot at the body of the tank. After a short period, a soldier will rise from the tank to man the machine gun again. When this happens, switch back to your Explosive Arrows and kill him. Now switch back to your APFSDS Cores and finish off the tank. After the first tank is toast, another tank will rush out of the garage. Repeat the process to eliminate the second tank. Take the elevator up to the Overpass and prepare for another helicopter visit.

3) Helicopter Battle—Arm your bow with APFSDS arrows and fire away. Don't worry about dodging or blocking machine gun fire, just keep shooting. When you see missiles approaching you, exit the manual aim mode and prepare for some evasive maneuvers. Use a combination of the Reverse Wind and strafe jumping at the very moment the missiles are about to hit: this will keep the last few missiles from tracking you.

4) Communications Tower—After fighting with the Military's best, you will finally reach your destination: the Communications Tower. Arm your bow with Explosive Arrows and take aim at the tower above; it will be guarded by soldiers armed with RPGs, but this is not your main concern. Look for the nine white satellite dishes that are spaced out, three by three, on the tower. Target and destroy all nine dishes while avoiding incoming rockets. If you run out of arrows, look for some more in the right corner. Proceed through the door and head toward the control room. Kill the three RPG soldiers to obtain the Control Room Key. Unlock the control room and pull the nearby lever to hijack the train.

Chapter 10: The Aquaduct

1) Key of the Insect—Exit the train wreckage and enter the Aquaduct through the manhole. Follow the sewer down until the path forks. Grab the Aquaduct map from the corpse to your right, then turn around. Move forward and take your first right to Aquaduct B3. Now go straight into the Hall of Balance. Stand on the platform to the left of the statue and run straight up the wall to grab the ledge. Shimmy across the ledge to reach the nook containing the Key of the Insect. Leave the Hall of Balance and jump back up to Aquaduct B2. Go right and enter through the door. Now go right again and use the Key of the Insect to unlock the door.



2) Electric Worm—Here's an easy pattern to use on this mini-boss: Stand against the right wall while holding Block; this will trigger the worm to do a sweep attack. Just as you block the attack, do a Reverse Wind toward the worm to cancel the "stun" animation. Get in a quick combo and return to the right side to repeat. When the worm stares at Ryu for a few seconds, be ready to use the Reverse Wind to dodge an electric projectile.

3) Red Tablet of the Stream—Take the Art of the Inazuma and travel up the wet path. Reach the top of the Hall of Balance to retrieve the Red Tablet of the Stream, then drop down to the bottom and exit the hall. Save your game and take the right path to the Red Water Reservoir. Use Flying Bird Flips to reach the top of the room. Use the Red Tablet with the Red Switch to drain the water. Now make your way back up to Aquaduct B2. Take the left path heading to the bottom of the Red Water Reservoir. Take the Statue of the Water Spirit from the reservoir and backtrack down to Aquaduct B3. Travel down the left path and take your first right toward the Underground Waterway. Use the Water Spirit to unlock the door and move on.

4) Blue Tablet of the Stream—Fall down the long shaft and take the right cave toward Worm Cavern; you will encounter two Electric Worms. Guard against the left side of the screen and use the same strategy as before. Concentrate on killing the left worm before moving on to the other one. Continue on through the caves and climb up to Stairstep Cavern. Fight through the cavern to the Waterway Altar. Collect the Blue Tablet of the Stream and exit back the way you came. Drop down to the bottom and take the right path back to the Aquaduct. Use the Incendiary Shuriken on the cracked wall. Make your way back up the opening with Flying Bird Flips. Tread back up to Aquaduct B2 and head for the Blue Water Reservoir. Use the Blue Tablet to drain the water and enter the door on the bottom.

5) Underground Sanctuary—When you reach the Hall of Balance, drop down and take the door leading to the Peristyle Passage. Use Flying Bird Flips at the base of the Goddess statue to unlock the door leading to the sanctuary.

Once in the sanctuary, go into the room on the left. Use the continuous wall-running technique to reach the second floor. Now use your bow to strike the red eye across the way; this will lower a sign that Ryu can use to Wall Run to the other side.

Climb up the stairs and head around the hole until you reach a dead end. Jump from here to grab on to the branch. Swing to the other side and obtain the Brand of Valor. Place the Brand of Valor in the middle of the first floor and prepare yourself.

BOSS: Bone Demon Fiend

Recommended Equipment: Level 2 [illegible] Storm, Armlet of the Sun

Attacks to Expect

A. Freakin' Laser Beam—This attack is easy to see coming, which makes it easy to avoid. The actual laser will not hurt Ryu, only the fire trail that follows. He will either do a horizontal sweep or a straight-on beam; see which one he does and move out of the way.

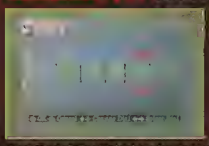
B. Stampede—The demon will run across the room from one side to another. The best way to avoid this is to stay out of the center path of the sanctuary.

C. Stomp—While attacking up close, the demon will fly up and stomp down on the floor. Reverse Wind away from his leg when he starts to lift off.

D. Bite—This demon has an appetite for ninja only. Stay away from the creature's face to avoid this deadly attack.

Approach the demon while carefully avoiding the lasers. Position Ryu to the side of the demon and start hacking away at his legs, using the Art of the Ice Storm to deplete his energy. When enough damage has been inflicted, the Demon will lower his head; this is when you really have a chance to score some damage. Move to the front and attack his head until he regains consciousness. Quickly move to the side and return to attacking his legs. Repeat this process until the Fiend expires.

Chapter 11: The Path to Zarkhan



1) Gold Medallion/Spear Gun—Take the Map of the Moat from the chest and save your game. Dive into the water and swim toward the right gate. Shimmy through the hole in the bottom of the gate and collect the Gold Medallion in the crate. Turn around and backtrack the other way. Travel through the pipe to your left into the next open area. Swim to the next tunnel that hooks right and collect the Owl's Eye. Now swim back through the tunnel and enter the code 0971 into the hatch on the right. Swim quickly until you can rise from the water to catch your breath. Climb up on the ledge and grab the Spear Gun from the corpse. Plunge back into the water and continue through the tunnel. Exit the tunnel and enter the next one straight ahead. Rise up from the water when inside the cave and save your game.

2) Silver Medallion—Drop back into the water and venture through the next tunnel. When you reach the next room, make a sharp U-turn to the right and follow the next tunnel to the open area. Swim to the sunken ship through the gap at the bottom of the middle gate. Go into the shattered hull and obtain the Hand Crank from the chest. Leave the hull and climb up onto the dry part of the ship, then use the Hand Crank to open up an area inside the hull. Dive back into the ship's hull and swim into the newly-opened area to get the Oxygen Cylinder. Exit the hull and leave the Sunken Ship area through the gap in the gate. Swim straight and enter the gated underwater maze to obtain the Silver Medallion.

Now backtrack through the tunnels until you reach the save point in the cave just after the U-turn. Save your game and enter the cave on your right. Place the medallions in the altar to open the door guarded by a "mysterious force."

Head through the new passage and into the dark crevasse. Swim past the bones and enter the cave ahead. Continue swimming until the cave ends and take a right toward the sarcophagus. Reach the sarcophagus and take another right through the gate opening. Now take the underwater path leading to Zarkhan.

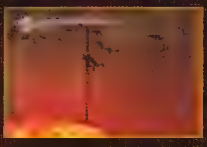
Chapter 12: The Caverns

1) Platform Puzzle—Take the Kitetsu from the ground (do not equip it until you have the Armlet of Tranquility), then move into the small room and pull the lever. Return to the arena and jump on the platforms to pull the levers on the wall, starting on the left platform, then the right. Use the continuous Wall Run technique to reach the platforms above, pulling each lever on the way. When you pull the last lever just past the chest, drop down to the ground and pull the lever in the small room (the first lever you pulled). Come back out to the arena and go to the lever on the left wall where the platform used to be.

Use the continuous Wall Run technique to make it to the platform above. Now jump onto the door ledge and face the arena. Jump toward the platform floating above the arena. At the top of your jump, press **X** to perform an Air Destruction Slash and gain a little extra air; this is the only way you'll be able to reach the platform. Now jump onto the next platform, then onto the second-floor balcony. Pull the lever on the second floor to raise the steps in the small room. Fall down to the ground and take the steps in the small room out of the arena.

2) Ice Cavern—Fight down the path until you reach a very large door on the right side. Go through the door and head for the Clock Tower to reach Muramasa's shop. Get what you need and head back to the Great Bridge to Zarkhan. Travel down the right path, snag the map of Zarkhan from the corpse and save. Use your War Hammer on the cracked wall and enter the caverns. Swim under and slide down to the Ice Cavern, then continue to the save point near the pentagon-shaped depression. Fall down to the lower level and press on Shatter the Ice wall with your weapon and take the right path. Now use a downward strike to break the ice and fall down the shaft. Climb up to the ruins and pick up the Shield of Vigoor. Make your way back to the save point near the pentagon-shaped depression. Insert the Shield of Vigoor into the depression and enter through.

3) Magma Cavern—Take the last piece of the Stone Tablet and the collection of Iron Ore on the right side of the room. Jump down the path, collecting the Iron Ore, until you reach a small pool of lava with steam bursting from the walls. Do a vertical Wall Run and grab the gray ledge on the left. Shimmy across the lava pool while avoiding the steam blasts.



Jump over the gap in Magma Lake to claim two more collections of Iron Ore. Jump back over the gap and go down the right path. Use a downward strike on the switch to raise the platform, then advance across the lava lake. Jump on the first platform and move all the way to the left.

BOSS: Doku

Recommended equipment: Lever of Kaiten, Armlet of Tranquility, Armlet of Mazuma, Armlet of the Sun

Attacks to Expect

A. Sword Throw (far)—Doku will chuck his sword when Ryu is at a distance. Move out of the way by Reverse Wind or simply block his sword.

B. Shockwave (far)—When Doku pounds the ground, he will release a shockwave that will knock Ryu off his feet (you will receive damage if you block it). The best course of action is to jump over the wave and execute a Flying Swallow.

C. Bad Breath—During close combat, Doku will take off his face plate and smog the area with his bad breath. This attack is unblockable, but very predictable. When you see Doku reach for his face plate, jump for a chance to attack.

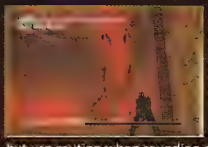
D. Charge Rush—Doku will charge up as if he has an ultimate technique just like Ryu. Move out of the way when you see this charge animation; his Charge Rush is unblockable and takes off a huge amount of health.

E. Life Sucker Grab—Doku will grab Ryu and jab his sword through him. The sword will suck Ryu's life away and replenish Doku's own health. Avoid this attack by staying out of grab range.

With all of Doku's devastating attacks, you'd think that he would be a tough boss. However, this battle is very easy! The only thing you need to do is jump at Doku and do repeated Flying Swallow attacks. Whether he blocks or takes the hit, Doku will be stunned either way. Just fly back and forth with Flying Swallows and you should be able to level Doku before he even knows what's happening!

Jump to the platform where you claimed the two Iron Ores, then jump onto the other platform to make it to the other side. Visit the shop to stock up, then look to your right. You need a Wall Run along this wall to move on. Collect the Iron Ore in the corner of the room and turn around. You'll see an elevated path in the right corner surrounded by lava. Perform a vertical Wall Run over the lava and grab the ledge. Move to the end of the see-saw bridge to raise the other end, then make a run for it and jump to the opening. Step up to the smelting pot and dump all of your Iron Ore into it. Next up: a very long journey back to where you found the Shield of Vigoor to get the Cog of Vigoor. Move forward to the save point and save. Take the right path and use a downward strike to break the ice patch on the ground.

4) Eye of Ice/Eye of Flame—Ryu will now fall into the chamber of the ferocious Ice Beast. Equip yourself for full offensive mode, then slice and dice the Ice Beast's backside. It will try to punish you with slow attacks, but Ryu's lightning speed will allow you to dodge these attacks with ease.



After the Ice Beast has fallen, grab the Eye of Ice and head out the door. Perform Flying Bird Flips up the chamber and out to the save point near the shield depression. Now head back to the shop at Magma Lake and use the Cog of Vigoor on the left door. Advance through the Flame Path, but use caution when rounding corners. You will eventually discover the lair of the Flame Worm. Stand to the very right of the room and use the same tactics you used against the Electric Worm.

Take the Eye of Flame and progress through the level. Hit the switch on the ground and quickly cross the lava pool by swinging on the outstretched bars, then Wall Run across the gap of the mighty flame. This path will kick you back out to Magma Lake. Take your two eyes and insert them into the door with the stone face.

BOSS: Flame Dragon

Recommended equipment: Level [illegible] Dabilahro, [illegible] of the Inferno, Armlet of the Sun

Attacks to Expect

A. Sweep Flame—The dragon will sweep the floor with a constant stream of fire. This is easy to see coming, so time your jumps to fly over the flame.

B. Sonic Flame Blast—If you watch the dragon's ears closely, you will sometimes see them flap. When they do, the dragon will flap his wings and release a Sonic Flame Blast (you will also hear a rushing sound effect, an audio cue). Use the Reverse Wind with precise timing to avoid taking damage.

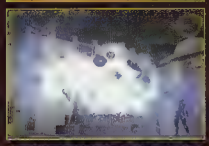
C. Fireball—Your basic ball of fire which can be easily sidestepped if anticipated. He will only use this attack if you're on the first floor.

D. Kiss of the Dragon—The dragon will lunge at Ryu with lightning speed and try to swallow him whole. If you get caught by the dragon's bite, jam on the controller buttons to fight your way out of his mouth and take less damage.

The easiest way to slay the dragon is to use the Dabilahro on his face for huge damage. Hit one of the switches on the floor to rise up to the second floor, defending the dragon's attacks as described above. When the dragon's tongue comes out, move toward his head and perform a free combo. Once you get used to the dragon's attack pattern, he will be a pushover.

Chapter 13: The Fiendish Awakening

1) Twin Serpents Plaza—Run down the cave to the dead end and save your progress. Now use the continuous wall-running technique on all four walls to reach the top of the long shaft.



Back in familiar territory, your goal now is to reach the ground level of the Dworku streets by going up through the caves and Aquaducts. Once you reach the streets of Dworku, head on over to the drawbridge to enter Tairon limits. Now travel the final leg of your journey to Twin Serpents Plaza. Insert the three pieces of the Stone Tablet to activate the warps in between the stone circles that are scattered throughout the game.

After you warp to Hayabusa Village, use your map and head for the Graveyard, where you will get the Dragon Eye to max out the attack power of your Dragon Sword. Travel to the end of the Graveyard and enter the portal. Keep entering through the portals until you come to a giant pyramid underneath a creepy funnel-shaped sky.

Chapter 14: Vengeful Spirit

1) Griffon Key—Exit through the door that was once locked by a "mysterious force." Take this long path down to the portal and fight in the Fiend Realm to obtain the Griffon Key. Now enter the locked door leading to the Labyrinth.

2) Key of the Lion—Once in the Labyrinth, go straight down the path (passing the first left) and climb the first set of stairs. Now take the left path and follow it until it separates into high and low ground. Take the high path and follow it around to the chest containing the Key of the Lion. Backtrack down the path and take your first left to the door.

3) Key of the Lioness—Take the right path and follow it when it turns left. Follow it again when it turns left and go straight down the long stretch until it forks. Head left and go straight until the path ends. The Key of the Lioness will be waiting for you here. Make your way back down the long path until you see a stairway path to your left and a torch to your right. Take the torch path down and open the Lioness Gate.

BOSS: Spiritual Doku

Recommended equipment: Level [illegible] Dragon [illegible] Inferno, Armlet of the Sun

Attacks to Expect

A. Gauntlet Throw (far)—Doku will reach far out with his gauntlet when Ryu is at a distance. This will lead to a hack-and-slash throw if you are caught. Move out of the way by Reverse Wind or by jumping.

BOSS: Alma (Second Battle)

Recommended equipment: Level 4 Dragon [illegible] of the Inferno, Armlet of the Sun

Attacks to Expect

A. Purple Energy Blasts—Alma will surround herself with purple flames and fire them at Ryu. These can be avoided with constant movement, strafe jumping and the Reverse Wind.

B. Pillar Throw—As before, Alma will rip apart the pillars from around the area and use them as projectiles. Get ready to dodge left or right when you see them floating just behind Alma.

C. Spider Smother—This is the unblockable throw that every boss character seems to have. Alma will swing her bottom half toward Ryu in an attempt to trap him in her embrace. She will usually do this while she is on the ground, so if you are in close and you see her legs fly up, use the Reverse Wind to avoid the grab.

The key to this battle is to stay in close. Block her striking attacks and watch out for the Spider Smother throw. Use a combination of multiple Flying Swallows and Azure Dragon/Helmet Splitter combinations to keep Alma busy. If you're having trouble with close combat, take her out from afar with the Art of the Inferno. Either way, you'll send Alma packing once again!

2) Pyramid—Use the War Hammer to break down the cracked area of the pyramid and go inside. Travel down the pyramid and take the second door on your left. Now enter the door on your left just past the dead ninja. Remove the Tablet of Water and place it in the empty slot to the left. When the room is clear, head to the right of the water tablet, through the two opened doors. Go into the room on the right and grab the left tablet (Tablet of Flame). Now go into the other room and insert the Tablet of Flame beside the Tablet of Water. Clear the room of bugs and return to the other room to grab the Tablet of Leaves. Turn around and Grab the Serpent (Deity of Creation), then place the Tablet of Leaves into the empty space on the left.

B. Sword Combo Attack—During close combat, Doku will let loose a string of sword swings that destroys Ryu's guard if he blocks. If you guard one attack, you'll be put into "guard stun" and you will eat the next hit. The best course of action is to guard once, then Reverse Wind away from Doku and come back with a Flying Swallow.

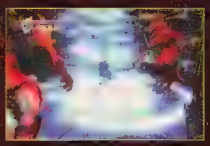
C. Charge Rush—As with the previous fight, Doku will charge up as if he is doing an ultimate technique. Move out of the way when you see this charge animation. His Charge Rush is unblockable and takes off lots of health.

D. Life Sucker Grab—Again, Doku will grab Ryu and jab his sword through him. The sword will suck away Ryu's life and replenish Doku's. Avoid this attack by staying out of grab range.

Strategy for victory—Doku is a much before powerful adversary this time. His attacks have more range and more power, so going toe-to-toe isn't a good idea. Once again, the best way to beat him is by using multiple Flying Swallows. Since his attacks have longer reach, you must do some evasive maneuvers after each blocked/hit Flying Swallow in order to do another one without taking a hit. The pattern goes like this: Jump toward Doku and do a Flying Swallow. When you land, Reverse Wind away from him and jump in the same direction as you did the Reverse Wind. Now you should be clear from Doku's range and ready to do another Flying Swallow. Repeat this pattern and Doku will drop faster than he did the first time around.

Chapter 15: The Core

1) Key of the Decayed Soul—Save your game and travel around the Core to the Stairway to the Imperial Palace. Open the door and grab the Key of the Decayed Soul from the dead ninja. Now make your way back through the door and go to the Core of the Imperial Palace.

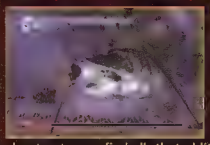


2) Up the Imperial Palace—The way the Imperial Palace works is simple—clear the room, put the Deity Statue in the center pedestal and move on up to the next room to do it again. You will repeat this process for four levels until you reach the portal on the top of the palace. The key to clearing the rooms with ease is to use your Ninpo on the beasts (Ice Storm for the first two floors, Inazuma for the third floor and Inferno for the fourth), then clobber the fish on the stairwells with the Vigoorian Flail to refill your Ki power. When you reach the top, save your game and enter the portal.

3) Minions of the Devil—Once you enter the portal, you will run into some familiar faces: the Tentacle Fiend and the Ice Beast. Defeat them as you did before: Equip for offensive striking power and go to town!

BOSS: Devil

Recommended equipment: [illegible] Dragon Slash, [illegible] Arrows, Art of the Inazuma, Armlet of the Sun



Attacks to Expect

A. Fiend Spawn—The Devil will spawn small fiends to distract you. Don't waste any time fighting them. If they start piling up, use the Art of the Inazuma to clear them out.

B. Fireball—When the Devil is flying and starts to laugh, he will shoot out some fireballs that obliterate the ground. Listen for the chuckle and use Reverse Wind/strafe jumping to avoid the onslaught.

C. Ground Pound—The Devil will fly high up and quickly slam the ground below him. Just be sure that you're not beneath his fist when he comes down.

D. Spinning Dive Attack—The Devil will rise to the sky and form his wings into a sharp point in front of him. He will then start to spin and dive to the ground. When you see him fly sky high and transform into a spinning drill, MOVE! After he misses this attack, he will be dazed and vulnerable.

The best way to beat the Devil is to rush him down. Do not give him any room to attack or even to breathe; use constant Flying Swallows and Falling Dragon Blades to deliver damage. Activate the Art of the Inazuma to kill off the fiends while avoiding the Fireballs and the Spinning Dive Attack by watching and listening for the attack cues.

STRONG RECOMMENDATION: After obtaining the Deity statue, save your game and head back to Muramasa's for supplies that will help you with your final battles in this chapter. Stock up on Devil Elixirs for spells and projectile weapons including Incendiary Shuriken, Explosive Arrows and APFSDS Cores. Trust me, the long journey to the shop will be well worth it!

BOSS: Alma (Final Form)

Recommended equipment: Any [illegible] Inferno

Attacks to Expect

A. Rotating Lasers—Alma will activate lasers that rotate around her. Go along with the rotation of the lasers in order to avoid them. When you're in the middle of your Inferno casting, you will be invincible to the lasers.

This fight may seem very bizarre, but it's an extremely easy match for you to dominate. Alma has three weak points that take damage: her left arm, right arm and chest. At the start of the battle, activate your Level 3 Art of the Inferno to take off a good 15% of her life, then keep using the Inferno until she is destroyed. It's as simple as that! Be careful not to target a part of Alma that has already been destroyed; if you do, she will not receive damage from your spell. This is why it's a good idea to line up with Alma's front before firing.

BOSS: Dark Emperor

Recommended equipment: [illegible] Inferno, Armlet of Tranquility

Attacks to Expect

A. Skull Flurry—The Skulls will detach from the Emperor's body and charge at Ryu all at once. Activate your Art of the Inazuma/Inferno during this attack to destroy all of the skulls that come close.

B. Horned Skull Chomp—Toward the end of the Skull Flurry, the horned skull will approach and try to bite. If you get nailed by it, you will definitely be using up one of your Talismans. This is why you'll want to activate your Ninpo during this attack, so you will be invincible.

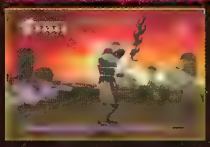
At the start of the battle, arm your Explosive Arrows and fire away until you see skulls approaching Ryu. When you do, activate your Ninpo to stay invincible during the attack and to cause a little bit of damage to the Dark Emperor. After the Skull Flurry is over, continue on with projectile attacks, going from Explosive Arrows to APFSDS Cores and then to Incendiary Shuriken. To sum it up, use Ninpo when he attacks, and use projectiles when he doesn't.

Chapter 16: The Dark Dragon Blade

1) Climb the Cavern—Head over to the save point and record your progress. Now move on and start climbing the cavern. Don't waste any time, because if you take too long climbing the cavern, the game will cut to a cinematic of Ryu falling to his death. About halfway up you will come across the Dark Dragon Blade. Grab it and keep climbing the cavern. Use the branches to swing across and continue on. Eventually you will make it up to Rachel, who will pull you away from the cavern before it is enveloped in flame.

BOSS: Dark Murai

Recommended Equipment: Lamp & Dragon's Sword, Armlet of the Sun



Attacks to Expect

You don't need to look out for any attacks, because Dark Murai will be too busy getting hit by the Flying Swallow!

Strategy for victory: After all that hard work, all those tough bosses you endured and all the pain you've been through, you'd think that the final boss battle would be a near-impossible match. This couldn't be further from the truth. All you need to do is perform repeated Flying Swallows. That's it! One Flying Swallow will stun Dark Murai, leaving him open for another Flying Swallow attack which will damage him. Repeat this process to easily defeat the last boss, then sit back and enjoy the ending!

NINJA GAIDEN SECRETS

Blue Ninja Costume

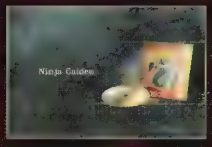
Hold **Left Trigger + Right Trigger** when selecting "New Game" from the main menu; this will allow Ryu to keep the blue ninja costume throughout the entire game.

New Costume

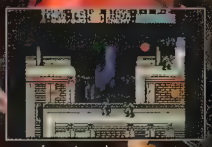
After you beat the game, you will unlock a new costume. Hold down **Left Trigger** when selecting "New Game" from the main menu to use this costume.

Classic Ninja Gaiden Games

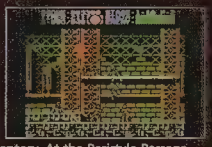
All three classic *Ninja Gaiden* games can be unlocked for play on your Xbox if you accomplish certain goals. These are actually the Super NES versions of *Ninja Gaiden I*, *II* and *III*, with the enhanced soundtracks and password systems of the *Ninja Gaiden Trilogy* collection.



To unlock the classic *Ninja Gaiden* game, collect 50 Golden Scarabs and trade them in at Muramasa's shop.



To unlock *Ninja Gaiden II*, you must have the original *Ninja Gaiden* in your inventory. In Chapter 4 or later, shoot an arrow at the face of the Clock Tower from the platform above the door that leads to Pleasure Street and Han's Bar. A treasure chest containing *Ninja Gaiden II* will appear on the roof of the building that houses the Clock Tower.



To unlock *Ninja Gaiden III*, you must have *Ninja Gaiden II* in your inventory. At the Peristyle Passage in the Aquaduct, the *Ninja Gaiden III* disc can be found on top of the pillar that previously held a Golden Scarab.

To play the classic *Ninja Gaiden* games after collecting any of the discs, access the arcade machine on the first floor of Han's Bar in Tairon with the appropriate *Ninja Gaiden* game disc in your inventory. When you finish the game with any of the *Ninja Gaiden* discs in your inventory, a "Classic *Ninja Gaiden*" option will also be added to the main menu, allowing you to play the classic game(s) you've unlocked at any time.

Successive Play

After you beat the game and save your progress, loading that saved game will start a new game in Successive Play mode, which allows you to keep the Golden Scarabs that you have collected the first time through and use them in the new game beginning from Chapter 1.

Hidden Weapon: The Dark Dragon Blade

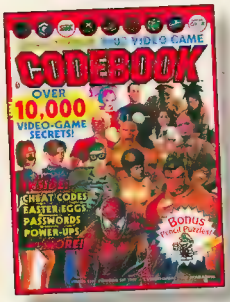
After you beat the game, this secret weapon can be found in the Hayabusa Ninja Village storehouse in Chapter 13 during the second time you play through.

12 issues

+

Code Club 24/7

+



2003 Codebook = Only $19.95

X Yes! Start my 12-issue *Tips & Tricks* subscription at **only $19.95**. I'll **save $39.00 off**† the newsstand price. **Plus,** I'll get the *2003 CODEBOOK* **FREE!**†† And I'll become a *Code Club* member!

Name _____ Age _____ CM

Address _____

City/State/Zip _____

( ) Phone # _____ E-mail (required for *Code Club*) _____

☐ Payment Enclosed ☐ Charge My ☐ VISA ☐ MasterCard ☐ Bill Me**

Credit card # _____ Exp _____

Signature _____

Send this coupon to: TIPS & TRICKS P.O. Box 15397 Beverly Hills, CA 90209

MONEY BACK ON ALL UNMAILED ISSUES IF NOT SATISFIED. Foreign add $10 per year, per subscription, U.S. funds drawn on a U.S. bank. Where applicable, sales tax is included in stated price. Your first issue will arrive in 6 to 8 weeks. ††Free *2003 Codebook* mailed upon each paid subscription while supplies last. **Bill Me option for new subscribers only *Monster Rancher 4* cards for the first 100 new, paid subscribers only †Cover price $4.99

OFFER EXPIRES SEPTEMBER 4, 2004 AX5400

TOLL-FREE SUBSCRIBER SERVICE NUMBER **1-800-621-8977** CREDIT CARD ORDERS ONLY

Bonus Get your set of *Monster Rancher 4* playing cards by being one of the first 100 new subscribers!*

Quick! Go to **tipstricks.com** or use the form on the left.

What's the *Code Club*?
Just the fastest, easiest way to improve your video gaming experience! It's 24/7 online access to strategy guides, exclusive downloads and our cheat code database—and it's all yours by subscribing to *Tips & Tricks* magazine!!!

METROID ZERO MISSION

by Jason Wilson

Metroid: Zero Mission combines the best elements of the original *Metroid*, *Metroid II: The Return of Samus*, *Super Metroid* and *Metroid Fusion*, and the result is a *Metroid* fanatic's dream come true. The basic gameplay has not changed much since the original *Metroid* was released for the NES in 1987. The larger-than-life bosses from *Super Metroid* are present, with some of the most impressive graphics ever created on the Game Boy Advance. Kraid, Ridley and the Mother Brain have also returned in this "prequel" to the series, giving a bit of insight into the history of the planet Zebes and Samus herself. This strategy guide will give you specific hints and expert analysis on how to defeat the bosses; I'll also explain how to obtain some of the harder items in order to complete your mission and reveal the location of every item and weapon in the game!

ITEMS

Missile Tanks
Used to unlock red hatches; more powerful than Samus' default beam

Super Missile Tanks
Used to unlock green hatches and destroy powerful enemies (one shot from a Super Missile will destroy the foe you must defeat to obtain the Charge Beam)

Energy Tanks
Increase Samus' maximum life force; there are 12 of them hidden throughout the game

Bombs
Allow you to blow up enemies and reveal hidden areas

Power Bombs
Bombs with a wide blast radius that damage all enemies and reveal hidden blocks within the blast area; also unlock yellow hatches

Morph Ball
Double-tap **Down** to take ball form and gain access to narrow passageways

Charge Beam
A fully-charged beam has the power of a missile shot; while charged, you can plow through enemies by jumping into them (similar to the Screw Attack)

Long Beam
Allows you to fire long-distance shots

Ice Beam
Freezes enemies in place, allowing you to use them as stepping stones to higher areas

Wave Beam
Increases the width of your beam blast and allows you to fire through walls, revealing any hidden blocks within. The Wave Beam tells all...

Unknown Item #1 (Plasma Beam)
After obtaining Samus' new Power Suit, you can use this beam to plow through multiple enemies and continue down its path

Unknown Item #2 (Space Jump)
Allows you to somersault continually in the air

Unknown Item #3 (Power Suit)
Reduces damage from foes, enables free movement in water and stops lava damage

Power Grip
Allows you to grab onto and hang from ledges and corners

Hi-Jump Boots
Increases maximum jump height and adds morph ball jumping capabilities

Speed Booster
Allows you to run until you begin to break certain blocks and damage enemies

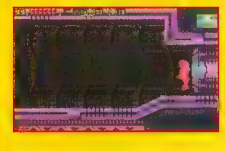
Varia Suit
Decreases damage taken from enemies; prevents damage from acid and heat

Screw Attack
Allows you to damage enemies while somersaulting

RECHARGE TECHNIQUE

This special ability allows Samus to reach certain special items that normally would not be obtainable. If you don't learn this technique, you will not be able to finish the game with 100% item completion. The Recharge Technique is basically a way for you to retain the properties of the shoulder charge almost indefinitely, even over long distances and areas where you are not normally able to activate a shoulder charge.

Start by running and activating your Speed Boost, then press **Down** to charge your shoulder charge. Next, perform a shoulder charge into any inclining surface such as a slope or ramp (going up). Once Samus hits the slope, she will continue to run at full speed as if she had just started another Speed Boost. You will then be able to press **Down** once again to activate another shoulder charge, and the time that you have in which to perform the move will be reset. If you repeat this technique any time you come to another upward ramp or inclined surface, you can basically Speed Boost continuously through large areas. Using this technique will even allow you to retain your shoulder charge while moving through separate rooms, which can help you to reach areas that are normally inaccessible.

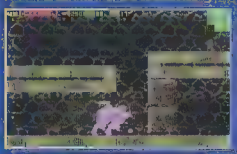


ENDINGS

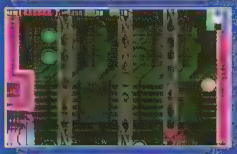
***Metroid: Zero Mission* has a whopping *eight* different endings, each with different "eye candy" to reward your playing skills. They are achieved by meeting the following criteria:**

1) Finish the game with 100% item completion in under two hours at Hard difficulty.
2) Finish the game with 100% item completion in under two hours at Normal difficulty
3) Finish the game with 100% item completion in over two hours at Normal or Hard difficulty
4) Finish the game with 15% item completion with any time at Normal difficulty
5) Finish the game with 15% item completion with any time at Hard difficulty
6) Finish the game in under two hours playing at Normal or Hard difficulty
7) Finish the game between two and four hours at Normal or Hard difficulty
8) Finish the game with any time over four hours at any difficulty setting

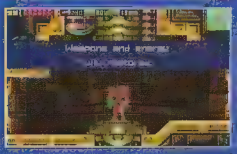
Here are some tips for finishing the game in under two hours with 100% items:



• Use Samus' Speed Boost through areas as frequently as you can, and combine it with her Shoulder Charge and blasting technique in order to plow through as many sections as possible.



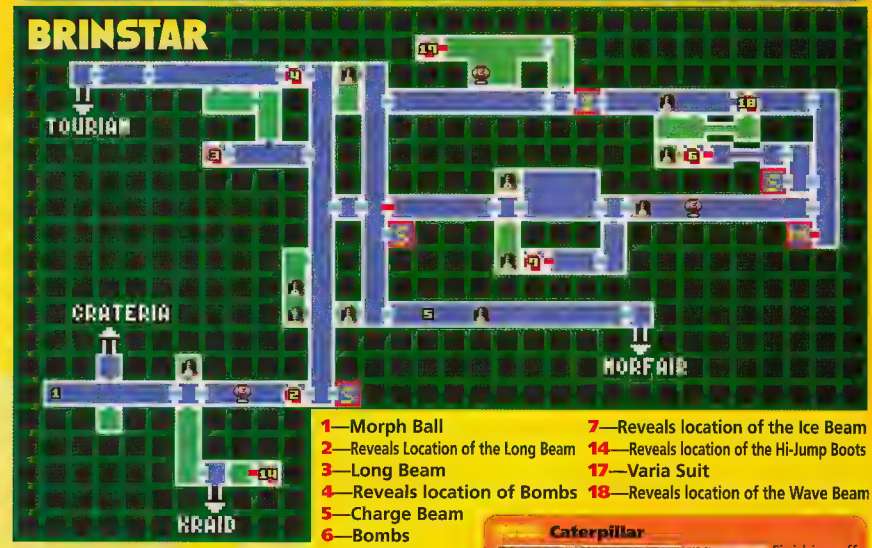
• Stay in Morph Ball form! When dropping down large shafts and cutting through obstacles, assume that you will need to use Bombs to break though areas. Samus is more susceptible to delays when she is not in Morph Ball form.



• Use the Save Rooms. While it does take some extra time to access these areas, saving your progress does put Samus in position to be able to access all data from this area if she happens to fail her mission and you have to start from your last saved point. This is crucial when you're trying to obtain tough items such as the Super Missile in Brinstar and the last Energy Tank before you take on the Ridley robot.

Tips for finishing the game with 15% items:

• Samus is required to pick up nine mandatory items during her quest, leaving a maximum of six additional items she can pick up. Since you can technically finish the game without obtaining any Power Bombs, your best bets for the six additional items are three Energy Tanks, two Super Missile Tanks and the Long Beam. Check out the maps on the following pages in order to plot the best path without picking up any additional extras along the way.



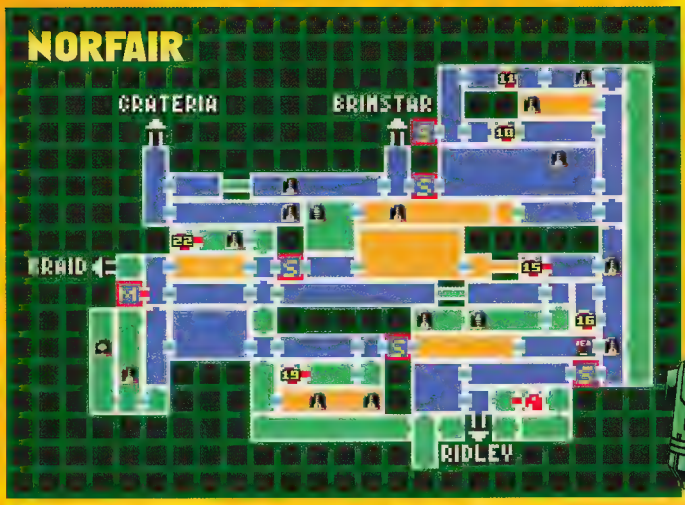
1—Morph Ball
2—Reveals Location of the Long Beam
3—Long Beam
4—Reveals location of Bombs
5—Charge Beam
6—Bombs
7—Reveals location of the Ice Beam
14—Reveals location of the Hi-Jump Boots
17—Varia Suit
18—Reveals location of the Wave Beam

TROUBLE SPOT: Super Missile

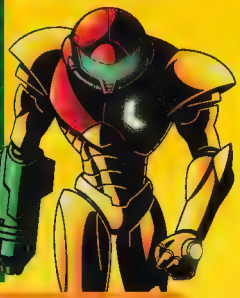
The only Super Missile Tank in Brinstar is quite challenging to obtain. Three screens to the right of the Super Missile Tank's location, begin to run left from the lower right corridor. Perform the Recharge Technique at the ramp and shoot the door to your left. Blast off through the door in Morph Ball form and use the Recharge Technique in the next room. Use Bombs to blast the sections in the floor, then jump up and blast off to the left again going through one more section until you reach the Super Missile Tank.

Caterpillar

Finishing off this beast with three Missiles or one Super Missile when his eye is open will reward you with the Charge Beam. If you don't defeat the Caterpillar in the allotted time frame, he will just disappear and block your path the next time you go through the area. Roll into a ball and stay on the opposite end of the screen to avoid his onslaught of thorns.



10—Ice Beam
11—Reveals location of the Speed Booster
15—Hi-Jump Boots
16—Reveals location of the Varia Suit
19—Wave Beam
22—Screw Attack

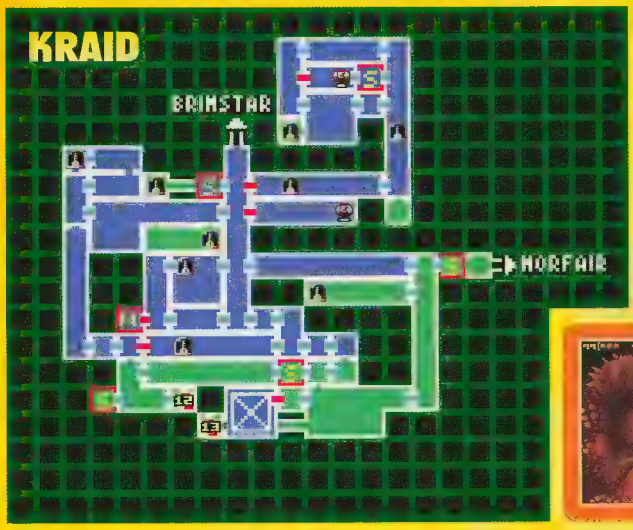


Imago

Before you can grab the first Super Missile Tank, you will need to to take care of Imago first. Use your Charge Beam or Missiles to chase Imago down, shooting his tail as he runs back and forth across the screen.

Acid Worm

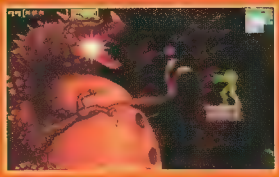
Equip your Missiles or Super Missiles and be prepared to jump! When the Acid Worm comes out of the lava, jump onto the pulley on the ceiling and head for the other side of the screen, using whatever missiles you have in your arsenal. Repeat this pattern and jump to the highest possible point in the area when the acid begins to rise; you should have little trouble defeating this beast on the way to Ridley.



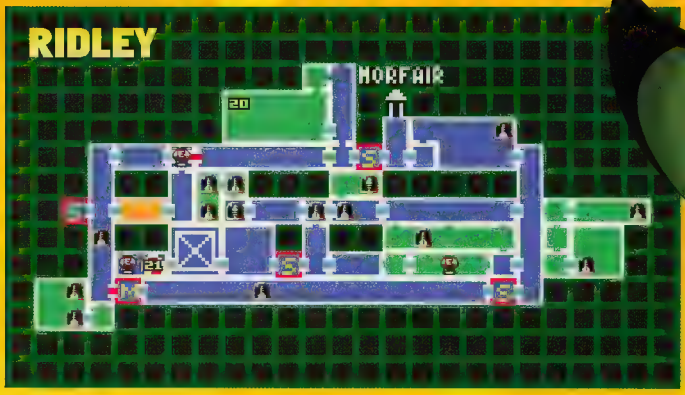
12—Unknown Item No. 2
13—Speed Booster

Kraid

This rendition of Kraid is similar to the one found in *Super Metroid* for the Super NES. Hit Kraid in the head and begin an onslaught of Missiles in his mouth. Use Kraid's projectile claws as stepping stones to get back up to the area where you can shoot Missiles in his mouth and defeat the giant beast once and for all.

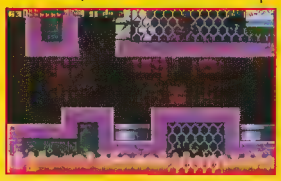


RIDLEY



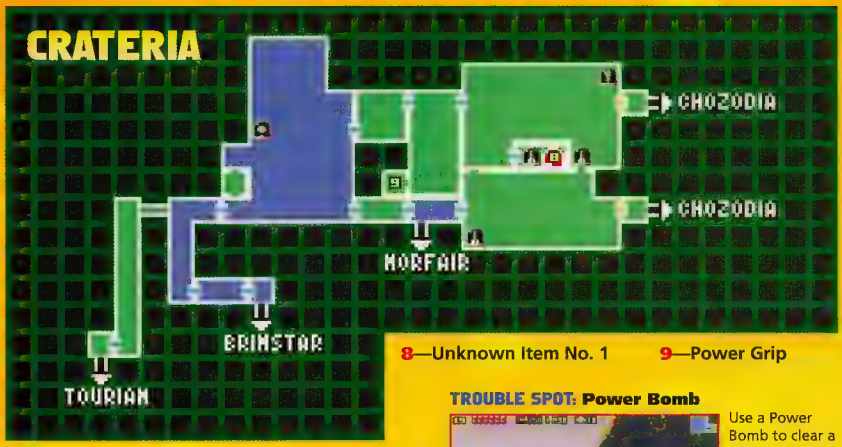
20—Location of first Super Missile Tank
21—Unknown Item No. 3

TROUBLE SPOT: Missiles (Bottom Left Section)
In the bottom left section of Ridley's area to the right of the Map Room, you will find a long pathway at the top of the screen enclosed by a fence. Use your Speed Booster from the right side of this area and run to the left, using the Recharge Technique before you drop to the ground. Jump over the gap in the floor, shoot the blue door and perform a Shoulder Charge to blast off and head into the next room. Shoot the blue door in the Map Room while sustaining this charge and you will crush the blocks in the area with false lava. After you reach this point, use your Speed Booster to make your way to the extreme left and use the Recharge Technique before you reach the wall. Press **Up** to rocket through the wall and head to the right. Go to Morph Ball form and hold the D-pad to the **Right** so you can grab onto the ledge as you are dropping and jump up to the top portion of the screen. As you drop down the second shaft, grab onto the ledge to your left and use a Missile to knock out the block to your right, then grab onto the ledge and head to the right. If you have a Super Bomb, use it to clear the floor and head to the rightmost portion of the screen. Grab the Missile Tank to the left. The middle block on this pathway will disappear, which can cause Samus to drop and begin this madness all over again with one mistake. Be sure to grab the ledge as you are dropping and shoot Missiles upwards in order to break the remaining blocks. Climb up to the top and grab your Missile Tank!



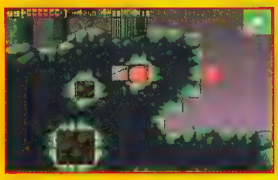
TROUBLE SPOT: Missiles (Bottom Right Section)
Beginning in the room to the left of the Save Room in the bottom right corner of Ridley's area, perform a Speed Boost from the left side of the pathway near the ceiling and use the Recharge Technique before you hit the ground. Jump over the ledge and blast your way into the Save Room. Shoot the door to the right before using your Shoulder Charge to head into the next room, hitting the small ramp before you make it through the door. Recharge before you hit the wall and jump up to the section where you need a Speed Boost and Shoulder Charge to blast through the wall. Use your Speed Booster again in this area and use the Recharge Technique before you hit the pipe. Change into Morph Ball form, roll under the pipe and rocket up to the top of the screen. Use a Bomb and immediately begin Space Jumping to the left in order to grab the lone Missile Tank in the left portion of the room. Backtracking out of this area, there will be another Missile Tank located in a room just above you. Use your Speed Booster and Recharge before you hit the wall, lining up to rocket your way through the ceiling. Once reaching this point, use your Speed Booster and immediately break the single block with a Missile while running. After plowing through a section of blocks, jump before you reach a solid wall to cut through the remaining Speed Boost blocks, allowing you to obtain another Missile Tank.

Ridley
Ridley's main attack involves picking up Samus and draining her energy tanks at a rapid rate. Make sure you have already recharged your energy and weapons before you enter this room, then pelt Ridley with Super Missiles in the face. Without a sufficient amount of Super Missiles, Samus really has her work cut out for her. If Ridley tries to smack you with its tail, roll into a ball to avoid it and use your Long Beam to blast at Ridley's fireballs, then repeat the Missile barrage.



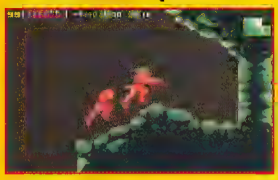
8—Unknown Item No. 1 9—Power Grip

TROUBLE SPOT: Missile Tank



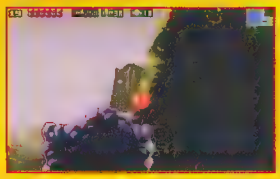
Head to the beak of the Chozo where you'll need to use a Power Bomb to open the door to the right. Use your Speed Booster and head back to the beak of the Chozo. Use the Recharge Technique and drop to the ledge below. Change into Morph Ball form and blast off to the left to smash through some blocks and grab the MIssile Tank on the other side of the screen.

TROUBLE SPOT: Super Missile Tank



Perform the same Recharge Technique on the beak of the Chozo where you were about to drop and blast off to obtain the Missile Tank. Instead of dropping, use your Space Jump to reach a ledge after performing the Recharge Technique on the Chozo's beak. Use a Shoulder Charge to the right after reaching the ledge to obtain the Super Missile Tank.

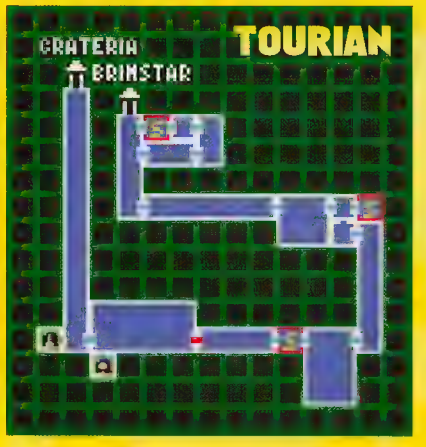
TROUBLE SPOT: Power Bomb



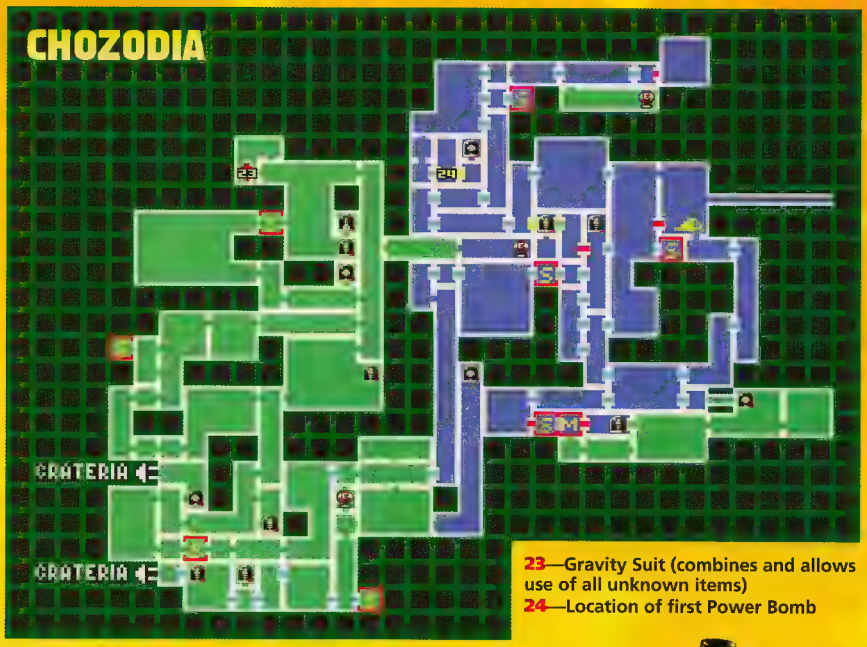
Use a Power Bomb to clear a pathway in an underwater section to the left of the elevator that takes you to Norfair. Head to the rightmost part of this room and use your Speed Booster to blast your way to the left. Use your Recharge Technique right before you hit the pillar of rocks outside and hop onto the little ledge to your left. Change into a Morph Ball and blast off diagonally by holding the D-pad diagonally in the **Up/Left** position to break through a section of blocks. Use another Power Bomb and you'll be able to obtain the prize!

Mother Brain

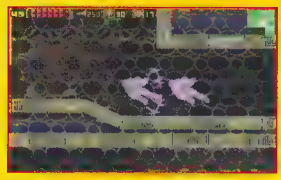
You'll need to be patient and freeze the rings that are trying to knock Samus into the lava. Crouch down on the lower ledge and hurl a slew of Super Missiles at the mother of all brains. When the Mother Brain hurls a beam at you, jump up and to the right to avoid it, then continue to fire Missiles at her eye until she is no more. Once you exit the area and head back to Samus' ship, a whole new adventure awaits....

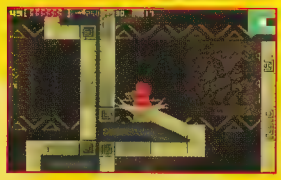


CHOZODIA



23—Gravity Suit (combines and allows use of all unknown items)
24—Location of first Power Bomb

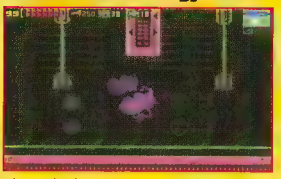




TROUBLE SPOT: Energy Tank 1

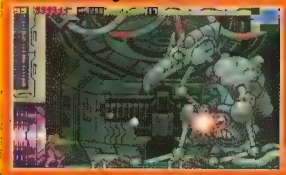
Head to the area where you received the Gravity Suit and go to the water area below. You will need to sustain a number of different charges that will ultimately allow you to pick up the Energy Tank that's located completely on the other side of the wall. From the lower left corner of the floor, begin to run towards the right, building up your Speed Booster. Fire diagonally up and to the right to break through the blocks. Kneel down for a split-second, using the Recharge Technique. Jump up and use Samus' shoulder charge toward the left side of the screen. As soon as you are running up the ramp, use the Recharge Technique again and Space Jump onto the next ledge, sustaining your charge on the next ramp as well. Once you're at the top of the room, Recharge at the small incline and blast your way to the top of the right shaft, using the Screw Attack to go through the section of blocks. Drop to the ledge on the left, then dash to the left and Recharge again before you hit the wall. Drop to the small ledge on your right and use your shoulder charge to plow through the wall all the way to the Energy Tank!

TROUBLE SPOT: Energy Tank 2



Two rooms to the left of the final boss battle, build your Speed Booster and crash through the floor. Use a timed Space Jump method along the bottom portion of the screen. (If you use the Space Jump at the top, barriers will prevent you from progressing.) Keep an eye on the background discoloration from the floor to the laser beams; this displays a general path for you to follow that will lead you to the Energy Tank.

Ridley Robot



Stay near the left side of the screen, using your Space Jump along the wall. Equip your Super Missiles and blast away at the Ridley Robot's glowing midsection. After a few shots, it's time to leave Zebes! Make your way to the escape ship located directly below the Ridley Robot's lair.

SELECT GAME PREVIEWS

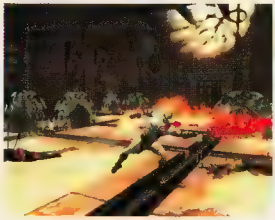
Unlike the preview sections in most game magazines, the purpose of *Tips & Tricks' Select Game Previews* is to show you a bunch of new games that are about to be released so YOU can influence the contents of future issues! See that postcard between pages 50 and 51? Rip it out, write down the names of the games you're most interested in and drop it in a mailbox. We'll total up your votes and use the results to determine which games will be featured in upcoming *Tips & Tricks* strategy guides!

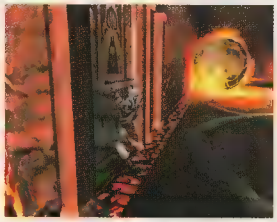
GOD OF WAR

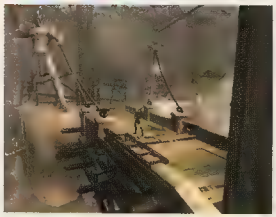
Publisher: Sony **In Stores: 1st Quarter 2005**

The characters and environments in *God of War* are based on classical Greek mythology. The hero of the game (his final name is still being decided) is an ex-Spartan warrior who kills with merciless efficiency. The fighting mechanics are incredibly versatile; the hero can use his double chain blades to pummel his enemies even while hanging from ropes and climbing sheer cliff faces. He can also chop off the heads of Medusa-like creatures and forcibly tear the wings of Harpies from their bodies. After you administer enough of a beatdown, you'll be given an opportunity to perform a finishing move that involves eviscerating your enemy by pressing a series of buttons that flash on the screen. The Hero also has casting abilities, and can use magic as a ranged attack. The gameplay appears to take place entirely in a pyramid constructed by a psychotic architect whose decorating tastes run more to the *Hellraiser's* infamous "Lament Configuration" than Tutankhamen. As you progress, other events will unfold in real-time in the background, such as undead skeleton warriors engaging in combat and falling off ledges. Advancing through the bizarre structure will test your skills as an action gamer and a puzzle solver... not to mention your ability to perform odious tasks. In one of the game's most disturbing segments, the hero encounters a soldier trapped in a cage who pleads to be released; unfortunately, the only way to progress past that stage is to push him into a fire trap and burn him alive as a sacrifice. As you struggle to force his heavy prison up an incline, you must defend yourself against enemies while enduring the soldier's alternating pleas for his life and wails that you are mad—until you finally shove him into the flames and prove him right. There's still a year of development ahead for this title, but it looks phenomenal already, with beautiful level designs, complex puzzles and moral dilemmas that promise to uplift this action game to the level of Greek tragedy.

Tips & Tricks PICK!







RESIDENT EVIL 4

UPDATE!

Publisher: Capcom **In Stores: November**

TIPS & TRICKS PICK!

In the most action-heavy *Resident Evil* title yet, Leon Kennedy walks into a mysterious European village where the townsfolk are busy burning what appear to be corpses. Clearly not dim-witted zombies, the villagers suddenly pick up chainsaws and pitchforks and begin to corner Leon! Veterans of the *Resident Evil* series will be surprised by the new action-oriented camera angle which is placed right behind Leon's back for a semi-first-person-shooter view. The story of *Resident Evil 4* is still being kept a secret, but it seems that Leon will be battling a smarter breed of T-Virus casualties. *Resident Evil 4* is shaping up to be one of the most exciting titles to be released this year, giving GameCube owners plenty of bragging rights in the console wars.

KILLZONE

Publisher: Sony **In Stores: 4th Quarter 2004**

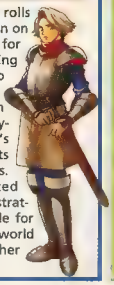
TIPS & TRICKS PICK!

Killzone has been described as a "*Halo*-killer," a "killer app" and other boasts that include the word "kill." The game is set on a near-future planet similar to Earth, where a civil war rages between two human factions. Gameplay centers around four members of the Earth-loyal ISA faction and their unique combat styles, ranging from Schwarzenegger-level aggression to discreet stealth. Each can hold three different firearms and a projectile weapon; all told, there are over 25 realistically-modeled weapons ranging from knives to artillery. After you choose a point man to control, he's assisted by efficient computer-controlled allies. With the built-in buddy system and environments clearly inspired by historic real-world battle sites, *Killzone* just might live up to the hype.

SUIKODEN IV

Publisher: Konami **In Stores: 3rd Quarter 2004**

Konami's critically-acclaimed *Suikoden* franchise rolls along this fall with the fourth in a series that began on the original PlayStation. The designers responsible for the deep and complex *Suikoden III* are now joining forces with story and character designer Junko Kawano, who worked on the first title. The advance screen shots look phenomenal, with enhanced lighting effects and highly-detailed character models. There's also a new battle camera which lets you view combat from multiple angles. Combination attacks and team-assisted magic casting are also part of basic battle strategy. The 108 Stars of Destiny are available for recruitment once again, but this time the world is mostly an oceanic environment; no other story details have been announced.



CATWOMAN

Publisher: EA **In Stores: 2nd Quarter 2004**

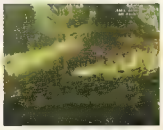
Also on PS2 GAMECUBE

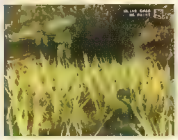
Catwoman is based on the movie starring Halle Berry as the hapless Patience Phillips, who is murdered after uncovering a secret her employers were hiding. After her resurrection by an Egyptian cat, she becomes Catwoman, empowered with strange cat senses and abilities. She has increased speed and agility, a feral side she can unleash with incredible ferocity, night vision and an enhanced sense of smell. She also has a "Sixth Sense" that warns her of danger and predicts the way her enemies will move, sort of like Spider-Man's "Spidey Sense." Her main weapon is a whip that can be used for slicing up bad guys as well as swinging through rafters. Seven different sets from the movie are in the game, while characters from the film also show up as game bosses.

METAL GEAR SOLID 3: SNAKE EATER

Publisher: Konami | **In Stores: November**

TIPS & TRICKS PICK! UPDATE! *Snake Eater* adds a new dimension to the classic stealth gameplay of *Metal Gear Solid* with the use of camouflage outfits and face paint. The game takes place mostly in the wild, forcing Snake to use the surrounding wildlife as cover from patrolling enemies. The effectiveness of your camouflage is indicated by a percentage on the screen. For example, 100% indicates that you are practically invisible—you are wearing the appropriate camo suit and face paint color for your location, plus you are in a still position. If you move, lack face paint or wear a suit that doesn't match the environment, the percentage will go down, making you easier to spot. Set in the 1960s, this game will really have *Metal Gear* fans scratching their heads when they try to figure out Snake's history!

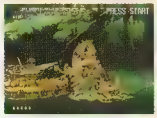




METAL SLUG 3

Publisher: SNK | **In Stores: May**

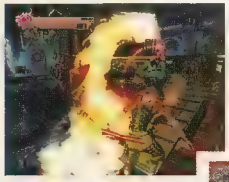
TIPS & TRICKS PICK! After many years of waiting, SNK fans will finally get a chance to play *Metal Slug 3* on a home system (other than a Neo•Geo) for the first time ever! Not only will the Xbox version include brand new features and new missions (unlockable once you have cleared certain conditions), but it also posts your high scores to the Xbox Live leaderboard so you can see just how good of a slug gunner you are! Players can choose from over 10 exclusive Slug vehicles including the Slug Copter and Elephant Slug, which comes equipped with a trunk-spray weapon! Could this pave the way for *Metal Slug 4* and *5* to be released in the U.S. on Xbox as well? Only time will tell...

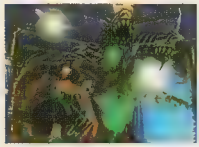


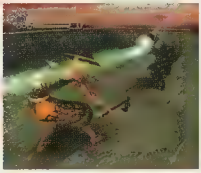
ONIMUSHA 3: DEMON SIEGE

Publisher: Capcom | **In Stores: May**

TIPS & TRICKS PICK! UPDATE! The final chapter of the *Onimusha* series is not only the best game in the trilogy, it's also one of the most beautiful games to ever hit the PS2. The relentless action of *Demon Siege* flips back and forth between modern-day Paris and ancient Japan as Akechi Samanosuke and Jacques Blanc are time-warped into each other's world. Aided by a fairy-like creature, both warriors learn to adapt to their new, unfamiliar cultures as they try to find a way home while battling Nobunaga's demonic minions. Occasionally, the two will fight side-by-side in a weird "parallel universe" scenario. Although the Japanese version is already available in Japan, the U.S. version will be tuned differently with an adjusted difficulty level and different enemy locations.



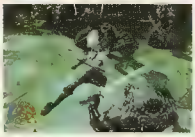


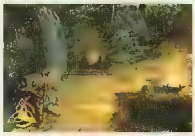


FORGOTTEN REALMS: DEMON STONE

Publisher: Atari | **In Stores: September**

Demon Stone stars three characters (Warrior, Rogue and Sorcerer) that are controlled by a single player; you switch controls from one to another while the remaining two operate independently. The battles are hectic but manageable, as long as you can figure out which character is best for each situation. Various puzzles will help you to learn each character's strengths. For example, in areas where you need to be stealthy, the Rogue's ability to cloak is useful; other times, the Sorcerer's unlimited ranged missile attacks will come in handy. The enemy creatures are based on traditional *Dungeons & Dragons* creatures. There are options for item customization and skill management, but overall the gameplay is simple enough for even a casual gamer to pick up quickly.





KILLER 7 UPDATE!

Publisher: Capcom **In Stores: October**

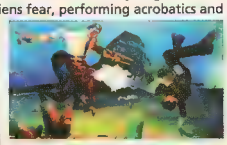
Harman Smith may not seem dangerous when you see him in his wheelchair, but he has the ability to transform into seven different killers, each with their own unique special powers. Kun Lau and his Heaven Smile organization have been terrorizing the nation with suicide bombers, and it's up to Smith's multiple personalities to put an end to the nightmare. Each personality fights in a different style; for example, Con Smith uses a double pistol, Mask De Smith carries a rocket launcher, Garcian Smith can revive dead bodies, and so on. Players must routinely "scan" the area for invisible enemies before entering a first-person shooting mode. *Killer 7*'s mature-rated themes may not be for all GameCube owners, but its unique look and style certainly fit the spirit of the console.

ADVENT RISING UPDATE!

Publisher: Majesco **In Stores: September**

TIPS & TRICKS PICK!

With a projected timeline well into the future (this is the first in a trilogy), *Advent Rising* incorporates very ambitious ideas and a bank of talent including Orson Scott Card, author of the classic science fiction novel *Ender's Game*. In the game, aliens consider humans to be mythical creatures with super powers who will someday harmonize the universe. A group of aliens known as the Seekers are roaming the universe to exterminate human colonies. As events unfold, your human character resists and slowly begins to develop the powers that the aliens fear, performing acrobatics and impossible feats of telekinetic control. Early looks at *Advent Rising* have been very promising; hopefully this title will earn a spot as a science fiction classic in its own right.



BE A STRANGER TO FEAR

BASTOF SYNDROME

When the lines between reality and the ultimate cyber game blur, will you be brave enough to enter the game?

THE ENIGMA BEGINS IN MAY ON DVD

ADV FILMS

www.advfilms.com

Available at these and other fine stores.

BEST BUY samgoody Fry's SUNCOAST

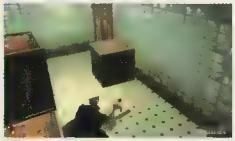
ADV1146 BASTOF SYNDROME © KBS, DONGWOO 2001

HITMAN: CONTRACTS

Publisher: Eidos | **Available Now**

Also on XBOX

Do you have the steel nerves of a hitman? In *Hitman: Contracts*, you're placed once again in the mind of contract killer Agent 47. The targets aren't unwary saps for you to pick off at will, either; they're ruthless criminals ranging from corrupt politicians to international terrorists. Getting access requires mastery of many tools of the trade, from stun guns and syringes to more unconventional weapons like pillows and pool cues. Despite your skills, it's difficult to work alone, and the more intelligent enemies will take advantage of their superior numbers, so you've also got to think on your feet. More traditional weapons are also available for quick dispatching, while the enhanced graphics will bring you closer to your merciless line of work than ever before.

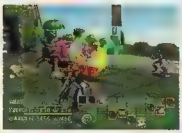


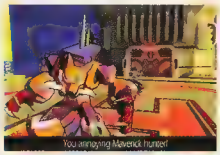
MEGA MAN X COMMAND MISSION

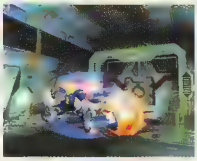
Publisher: Capcom | **In Stores: November**

Also on PS2

Mega Man X Command Mission is the first ever turn-based role-playing game featuring the Blue Bomber and his friends. Although the game has the cel-shaded cartoon look, *Command Mission* will show the character's darker, more serious side. The taller and older-looking Mega Man X will be wearing a stealth suit to help him infiltrate the Rebellion fortress. Zero and Axel will eventually join his party, plus *Mega Man* fans will be introduced to new characters like Cinnamon and Spider. The battle system relies on a party-based combo system that mixes real-time action with menu-driven commands. *Mega Man X Command Mission* delivers a deeper *Mega Man* experience for long-time fans; its dramatic story is peppered with mystery, espionage and treachery.







RED DEAD REVOLVER

Publisher: Rockstar | **In Stores: May**

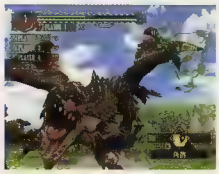
Also on PS2

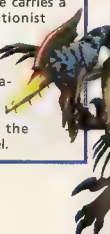
Fans of Old West-themed video games like *Gun.Smoke*, *Wild Guns* and even *Mad Dog McCree* were very excited when Capcom announced *Red Dead Revolver* to the press back in 2002...and they were very disappointed when Capcom suddenly canceled the game in 2003 without explanation. Fortunately, Rockstar Games has stepped in as the game's publisher and will see that it gets a proper release on the PS2 and Xbox. As Red, the main character in the story, you'll learn the ways of a bounty hunter in the the untamed frontier, plugging owlhoots with over 30 different weapons in your quest for justice. Dusty towns, windswept prairies and rugged saloons give the game a classic Western movie feel while Red prepares to act on his lifelong thirst for revenge.

MONSTER HUNTER

Publisher: Capcom | **In Stores: 4th Quarter 2004**

The tentatively-titled *Monster Hunter* is a team-based hunting game that can be played online with up to four people. Players will use different hunting tactics to ensnare various monsters in the wild. The game features all kinds of environments like jungles, deserts, swamps and even a lava-filled volcano. In addition to guns, swords and arrows, the hunters can also use more intricate tactics like coaxing beasts into set traps. For example, two hunters from the team can lure a creature into a pitfall while the other two hunters ambush the creature from behind. Meat, bones and claws from captured beasts can be used to create more weapons and armor. The game carries a subtle conservationist message along with a survival-of-the-fittest presentation that looks like something straight out of the Discovery Channel.



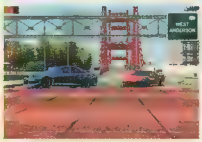


JUICED (UPDATE!)

Publisher: Acclaim | **In Stores: September**

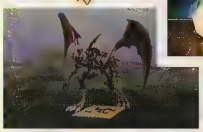
Also on PS2

Juiced is another title riding on the recent wave of street-mod racing games like *Midnight Club II* and *Need for Speed: Underground*, but with a little more of a *Gran Turismo*-style simulation bent. It's also the first game that will show actual car damage on licensed vehicles, something which car makers usually discourage. More than 50 international vehicles are included, from manufacturers like Honda, Toyota, Nissan, Dodge, Ford, Mazda, Mitsubishi, Pontiac, Volkswagen, Subaru and more. Players can personalize their street machines with hundreds of authentic aftermarket parts, then go online and show off their own unique vehicles to the rest of the world!



YU-GI-OH! THE DAWN OF DESTINY

Publisher: Konami | **Available Now**



The debut of the incredibly successful *Yu-Gi-Oh!* trading card game on the Xbox also marks its first venture into 3-D. In this new format, the monsters spring to life from the cards, and the graphics look amazing. More than 1,000 authentic *Yu-Gi-Oh!* cards are available in the game, along with some exclusive cards that haven't been used in any other *Yu-Gi-Oh!* title. Some new duel modes have also been added, including Link Duel Mode and Triple Duel Mode, where it's possible to compete against three other duelists at once.

GOD IN THE MACHINE!

COMES WITH COLLECTIBLE DECALS INSIDE!

On the eve of an invasion by a soulless army of robots called the Zeravire, the enigmatic billionaire Klein Sandman gathers the world's leaders at his castle to unveil the ultimate weapon that is Earth's last hope, a gravity-powered god of circuits and steel known as Gravion!

GRAVION

The latest masterpiece from GONZO (*Full Metal Panic!*) and Imagica (*Azumanga Daioh*) launches 05.25.04

ADV FILMS

www.advfilms.com

AVAILABLE AT THESE AND OTHER FINE RETAILERS:

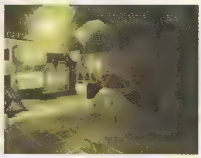
BEST BUY GameStop Tower SUNCOAST

ADV1152 GRAVION © BARI • KAZU • GONZO / GRAVION PROJECT • ADV FILMS

CALL OF CTHULHU: DARK CORNERS OF THE EARTH

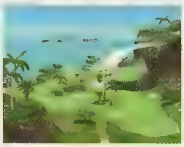
Publisher: Bethesda Softworks **In Stores: 4th Quarter 2004**

The Cthulhu Mythos from H.P. Lovecraft's stories has influenced everything from Stephen King novels to *Eternal Darkness*, and it's no accident that questioning your sanity is a theme in everything it's touched. Broken and twice-institutionalized private investigator James Walker is the main character in this new Xbox game, and as he explores the twisted town of Innsmouth, uncovering strange rituals and ancient artifacts with possible demonic or alien connections, his sanity degrades, resulting in debilitating auditory and visual hallucinations. Walker's ill health is represented realistically; he limps if his leg is broken, and arm injuries affect his shooting accuracy. There are specific remedies for each of these ailments, all authentic to the 1920s, along with era-faithful weaponry as well.



HOT SHOTS GOLF FORE!

Publisher: Sony **In Stores: September**



Known as *Everyone's Golf* in Japan, the *Hot Shots Golf* series features cute players, beautiful courses and simple gameplay. This update even has an "Easy" mode, to accommodate those players too lazy to tap the controller more than two times to hit their virtual golf ball. There are at least 34 characters and 15 courses to choose from, including some that are returning from *Hot Shots Golf 3*. A Miniature Golf option rewards you for the amount of distance you can make a ball travel before sinking it, and the online features include a real-time head-to-head tournament where 30 players can compete simultaneously and see updates of their stats after every hole. "Hot Shots Points" are back to let you purchase equipment upgrades and unlock courses or characters.

FUTURE TACTICS: THE UPRISING

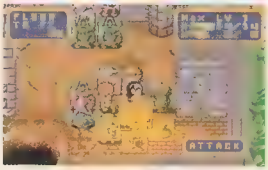
Publisher: Crave **Available Now**

Also on GAMECUBE XBOX

The stylized violence of *Future Tactics: The Uprising* is a seamless blend of turn-based strategy and action/adventure gaming, with colorful, almost cartoonish humans and "extra dimensional" aliens locked in mortal conflict. During battles, you take turns moving one character at a time, choosing to jump, shield or shoot until your turn is up. Battlefields deform during combat—for example, boulders fall and holes get blown in the terrain—so it's not wise to shoot blindly or you're likely to bring an avalanche down on your own head. In some respects, the gameplay is quite similar to the *Worms* series, which is quite a good thing. *Future Tactics* features several modes of play, including Story Mode, where you control several misfit warriors, and a two-player Battle Mode.

SHINING FORCE

Publisher: Atlus **In Stores: June**



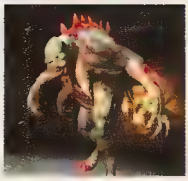
Following the release of *Shining Soul* and *Shining Soul II*, *Shining Force* is a GBA adaptation of the Sega Genesis adventure of the same name, the very first game in the series. In addition to some of the enhancements seen in the Sega CD sequel, the GBA version has many extra features, including the ability to unlock two hidden characters later in the game. The storyline is still gripping: Light fought Darkness for control of the new world while DarkDragon led the evil hordes of Darkness. Ancients fought them with powers of light, and peace remained for ten centuries. The Lord of Darkness suddenly returned after 1,000 years, and evil creatures from Runefaust ravaged the land, bringing a need for a new hero who could wield the power of light once again!

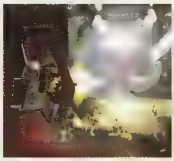
AREA 51

Publisher: Midway | **In Stores: Winter 2004**

Also on XBOX

Inspired by Midway's classic light gun game of the same name, *Area 51* gets a full makeover as a dramatic first-person shooter. A viral outbreak has occurred in the U.S. government's most secret research facility and it's up to you to get to the bottom of the crisis. As you mow down mutants and stray aliens, you'll also discover the dark conspiracies that the government has been hiding for all these years. Time is not on your side, however, as the virus is also running through your system, ready to suck the humanity right out of you!





BLOODRAYNE 2

UPDATE!

Publisher: Majesco | **In Stores: October**

Also on PS2

After feeding on Nazis in the first game, Rayne has developed a different taste as she steps into the modern era. *BloodRayne 2* takes place 60 years after the first game and features a more urban environment with dark, industrial areas. Rayne has also developed a whole new arsenal of moves including an array of "fatality" finishing moves that you have to see to believe. Her harpoon weapon can now be used to stab enemies and swing them around the room. Often a unique and creative killing maneuver will be needed to solve puzzles within the environment. Sometimes violence does solve things!

IRON PHOENIX

Publisher: Sammy | **Available: 4th Quarter 2004**

Iron Phoenix is a multiplayer online fighting game that supports up to 16 players, all of them engaged in melee combat. The weapons are all legendary weapons that were forged by a skilled blacksmith who created them from an ancient meteor, the legendary Iron Phoenix. These special weapons supposedly grant unique abilities to the wielders, which is reflected in gameplay. Your fighting style is determined by the blade you select. It's possible to fight on rooftops, "lock on" to targets, perform special moves and use combination attacks in addition to basic fighting-game techniques.

Arthur Machen Presents

POOL PARADISE

DAYLIGHT COME AND YOU WANNA PLAY POOL!

Go ahead - play pool in a panoramic paradise! It's 6 Ball, 7 Ball, 8 Ball, bunch... a whole bunch more in Pool Paradise.

COMING REAL SOON!

NINTENDO GAMECUBE™

PC CD-ROM SOFTWARE

EVERYONE E Gambling

ESRB CONTENT RATING www.esrb.org

IGNITION entertainment awesome STUDIOS

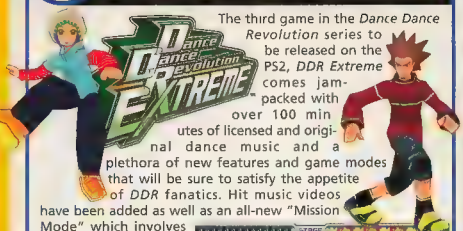
www.ignitionent.com

© 2004 Ignition Entertainment Limited • Developed by Awesome Studios. All rights reserved. TM, ® and Nintendo GameCube are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association. Software platform logo TM and © IEMA 2003.

DANCE DANCE REVOLUTION EXTREME

PS2

Publisher: Konami **In Stores: 3rd Quarter 2004**



The third game in the *Dance Dance Revolution* series to be released on the PS2, *DDR Extreme* comes jam-packed with over 100 minutes of licensed and original dance music and a plethora of new features and game modes that will be sure to satisfy the appetite of *DDR* fanatics. Hit music videos have been added as well as an all-new "Mission Mode" which involves completing specific challenges in either single or two-player mode.

BLOOD WILL TELL

UPDATE!

PS2

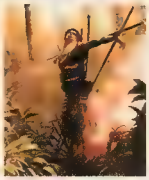
Publisher: Sega **In Stores: 3rd Quarter 2004**

Osamu Tezuka's *Astro Boy* will be making his U.S. console debut soon, but Sega is also creating a game based on one of Tezuka's more macabre creations. *Blood Will Tell* spins the tale of an infant named Hyakkimaru whose limbs, organs and flesh were replaced with weapons. Now an adult, he uses the killing instruments concealed within his body to combat demons and monsters during his quest to understand his puzzling origin. Blades are hidden inside his arms, and a bazooka is hidden inside his leg. As he recovers his missing body parts, new attacks become available. Hyakkimaru's friend Dororo assists him on this mission, and a two-player cooperative mode lets you and a friend battle demonic hordes together.

SHELLSHOCK: NAM '67

XBOX

Publisher: Eidos **Available: June**

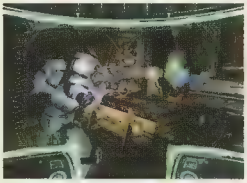


Killzone developer Guerilla Games has already earned a reputation for depicting war situations as realistically as possible. *Shell-Shock* puts you in the shoes of a rookie soldier embarking on his first tour of duty in the Vietnam conflict, facing the brutal tactics of the Viet Cong and quickly losing his idealism in the face of civilian casualties and the constant threat of ambushes by the North Vietnamese Army. Battles are fought on a large scale across huge fields as well as individual missions such as stalking a Viet Cong General marked for assassination. If you complete your objectives and neutralize the enemies, your rookie status will quickly advance to that of a Special Forces agent.

STAR WARS: REPUBLIC COMMANDO

XBOX

Publisher: LucasArts **Available: 3rd Quarter 2004**



Star Wars: Republic Commando takes place between *Star Wars Episode II: The Attack of the Clones* and the upcoming *Star Wars Episode III*. In this squad-based first-person shooter, you're placed in command of three-person teams meant to carry out mission objectives that include hostage rescue, reconnaissance, elimination, assault and sabotage. Weapons include the standard-issue DC-17m repeating blaster rifle, but players can also pick up dropped enemy weapons like the Trandoshan Slaver Shotgun and the Geonosian Elite Beam weapon. There are 15 levels, with many characters and environments already familiar to *Star Wars* fans. The game also introduces a new enemy, General Grevious, who will make his movie debut alongside his bodyguards during *Episode III*.

Upcoming Game Release Calendar

Publishers: Please contact us with updates and/or corrections.

PLAYSTATION 2

MAY
Bujingai: The Forsaken City (BAM!)
Daredevil: The Man Without Fear (Encore)
Digimon Rumble Arena (Bandai)
EyeToy: Groove (Sony)
Harry Potter and the Prisoner of Azkaban (EA)
Headhunter: Redemption (Sega)
La Pucelle: Tactics (Jack of All Games)
Mega Man Anniversary Collection (Capcom)
The Mummy (Hip)
Onimusha 3: Demon Siege (Capcom)
Ribbit King (Bandai)
Samurai Showdown 5 (SNK)
Samurai Warriors (Koei)
Shrek 2 (Activision)
Syphon Filter: The Omega Strain (Sony)
Transformers (Atari)
Van Helsing (Vivendi Universal)

JUNE
Carmen Sandiego (BAM!)
Combat Elite: WWII Paratroopers (Acclaim)
Driv3r (Atari)
Front Mission 4 (Square Enix)
Karaoke Revolution Vol. 2 (Konami)
Mega Man X: Command Mission (Capcom)
MLB Slugfest: Loaded (Midway)
MTV Music Generator 3 (Codemasters)
Psi-Ops: The Mindgate Conspiracy (Midway)
Shellshock Nam '67 (Eidos)
Showdown: Legends of Wrestling (Acclaim)
Smash Court Tennis 2 (Namco)
A Sound of Thunder (BAM!)
Spider-Man 2 (Activision)
Starcraft: Ghost (Vivendi Universal)

JULY
Inuyasha (Bandai)
McFarlane's Evil Prophecy (Konami)
NCAA Football 2005 (EA Sports)
Room Zoom (Jaleco)
Shaman King (Konami)
Splinter Cell: Pandora Tomorrow (Ubi Soft)
The Warriors (Rockstar)
Way of the Samurai 2 (Capcom)

AUGUST
Ice Nine (BAM!)
Justice League of America (Midway)
The King of Fighters 2003 (SNK)
Madden NFL 2005 (EA Sports)
NARC (Midway)
Star Ocean: 'Til the End of Time (Square Enix)
Star Wars: Battlefront (LucasArts)
Street Racing Syndicate (Namco)
Yu Yu Hakusho: Dark Tournament (Atari)

SEPTEMBER
Black 9 (Majesco)
Dance Dance Revolution Extreme (Konami)
The Forgotten Realms: Demon Stone (Atari)
Ghost Master (Empire)
Gradius V (Konami)
Hot Shots Golf Fore (Sony)
Juiced (Acclaim)
The King of Fighters 3D (SNK)
Nanobreaker (Konami)
Neo Contra (Konami)
The Plague of Darkness (Namco)
Shark Tale (Activision)
Silent Hill 4: The Room (Konami)
Spy Fiction (Sammy)
Star Wars: Battlefront (LucasArts)
Suikoden IV (Konami)
SVC Chaos: SNK vs. Capcom (SNK)
Top Gun 2 (Titus)
WWX: Rumble Rose (Konami)

OCTOBER
100 Bullets (Acclaim)
Area 51 (Midway)
The Bard's Tale (Vivendi Universal)
BloodRayne 2 (Majesco)
Call of Duty: Finest Hour (Activision)
Cold Winter (Vivendi Universal)
Cowboy Bebop (Bandai)
Darkwatch: Call of the West (Sammy)
Fight Club (Vivendi Universal)
Grand Theft Auto: San Andreas (Rockstar)
IHRA Drag Racing 2004 (Bethesda)
Jak III (Sony)
The King of Fighters 2003 (SNK)
Leisure Suit Larry (Vivendi Universal)
Metal Slug 4 (SNK)
Midway Arcade Treasures 2 (Midway)
Mortal Kombat: Deception (Midway)
NBA Live 2005 (EA Sports)
The Nightmare Before Christmas (Capcom)
PBA Bowling 2004 (Bethesda)
Red Ninja: End of Honor (Vivendi Universal)
The Red Star (Acclaim)
X-Men: Legends (Activision)

NOVEMBER
007: GoldenEye 2 (EA)
Dead to Rights 2: Hell to Pay (Namco)
Gran Turismo 4 (Sony)
Guilt Gear Isuka (Sammy)
Lemony Snicket (Activision)
Lobo (Kemco)
The Lord of the Rings Trilogy (EA)
Metal Gear Solid: Snake Eater (Konami)
Ratchet & Clank: Up Your Arsenal (Sony)

DECEMBER
The Fast and the Furious (Vivendi Universal)

POSSIBLE IN 2004
Armored Core: Nexus (Agetec)
Astro Boy (Sega)
Blood Will Tell (Sega)
Burnout 3 (EA)
Catwoman (EA)
Final Fantasy XII (Square Enix)
The Getaway 2 (Sony)
Growlanser Generations (Working Designs)
Gundam Battle Assault 3 (Bandai)
Gungrave: Overdose (Sega)
Killzone (Sony)
Kingdom Hearts II (Square Enix)
Monster Hunter (Capcom)
The Punisher (THQ)
SD Gundam Force (Bandai)
Shadow of Rome (Capcom)
Sly Cooper 2: Band of Thieves (Sony)
Terminator 3: Redemption (Atari)
Time Splitters 3 (EA)
Tony Hawk's Underground 2 (Activision)

GAMECUBE

MAY
Carmen Sandiego (BAM!)
Custom Robo (Nintendo)
Digimon Rumble Arena (Bandai)
The Legend of Zelda: The Four Swords (Nintendo)
Mega Man Anniversary Collection (Capcom)
Ribbit King (Bandai)
Shrek 2 (Activision)

JUNE
Harry Potter and the Prisoner of Azkaban (EA)
Mario Golf (Nintendo)
Mega Man X: Command Mission (Capcom)
Puyo Pop Fever (Sega)
Room Zoom (Jaleco)
Spider-Man 2 (Activision)
Starcraft: Ghost (Vivendi Universal)
Star Fox 2 (Nintendo)

JULY
Donkey Konga (Nintendo)
NCAA Football 2005 (EA Sports)
Splinter Cell: Pandora Tomorrow (Ubi Soft)
Tales of Symphonia (Namco)
Tom Clancy's Rainbow Six 3 (Ubi Soft)
World Championship Pool 2004 (Jaleco)

AUGUST
First-Strike: Grant City Anti-Crime (Namco)
Madden NFL 2005 (EA Sports)
Pikmin 2 (Nintendo)
Street Racing Syndicate (Namco)

SEPTEMBER
Shark Tale (Activision)
Zoids: Battle Legends (Atari)

OCTOBER
Armada 2: Star Command (Metro 3D)
Galidor: Defenders of the Outer Dimension (EA)
Killer 7 (Capcom)
X-Men: Legends (Activision)

NOVEMBER
007: GoldenEye 2 (EA)
Lemony Snicket (Activision)
The Lord of the Rings Trilogy (EA)
NBA Live 2005 (EA Sports)
Resident Evil 4 (Capcom)

POSSIBLE IN 2004
Call of Duty: Finest Hour (Activision)
Catwoman (EA)
Dragon Ball Z: Budokai 2 (Atari)
Geist (Nintendo)
Giftpia (Nintendo)
Mario Tennis (Nintendo)
Mortal Kombat: Deception (Midway)
Super Monkey Ball 3 (Sega)
Time Splitters 3 (EA)
Tony Hawk's Underground 2 (Activision)

XBOX

MAY
Daredevil: The Man Without Fear (Encore)
Digimon Rumble Arena (Bandai)
FILA World Tour Tennis (Xicat)
Harry Potter and the Prisoner of Azkaban (EA)
Indycar Series 2005 (Codemasters)
Metal Slug 3 (SNK)
The Mummy (Hip)
Pilot Down (Dreamcatcher)
Pro Fishing Challenge (Atlus)
Race Driver 2 (Codemasters)
Rallisport Challenge 2 (Microsoft)
Rent-A-Hero No. 1 (AIA)
Samurai Jack: The Shadow of Aku (Sega)
Shrek 2 (Activision)
Thief: Deadly Shadows (Eidos)
Van Helsing (Vivendi Universal)

JUNE
Chronicle of Riddick (Vivendi Universal)
Driv3r (Atari)
Dronez (Metro 3D)
Fable (Microsoft)
Full Spectrum Warrior (THQ)
Hardcore 4x4 (XS Games)
MLB Slugfest 2005 (Midway)
MTV Music Generator 3 (Codemasters)
Psi-Ops: The Mindgate Conspiracy (Midway)
Room Zoom (Jaleco)
Shadow Ops: Red Mercury (Atari)
Shellshock Nam '67 (Eidos)
Showdown: Legends of Wrestling (Acclaim)
Spider-Man 2 (Activision)
Starcraft: Ghost (Vivendi Universal)
Sudeki (Microsoft)

JULY
Combat Elite: WWII Paratroopers (Acclaim)
NCAA Football 2005 (EA Sports)

AUGUST
Dead or Alive Ultimate (Tecmo)
Headhunter: Redemption (Sega)
Justice League of America (Midway)
Madden NFL 2005 (EA Sports)
NARC (Midway)
Star Wars: Battlefront (LucasArts)
Street Racing Syndicate (Namco)
The Unseen (Microsoft)

SEPTEMBER
Advent Rising (Majesco)
Ghost Master (Empire)
Halo 2 (Microsoft)
Juiced (Acclaim)
Kameo: Elements of Power (Microsoft)
Maxxis ATV (Metro 3D)
Operation Flashpoint (Codemasters)
The Plague of Darkness (Namco)
Shark Tale (Activision)
Silent Hill 4: The Room (Konami)
Star Wars: Battlefront (LucasArts)
SVC Chaos: SNK vs. Capcom (SNK)
True Fantasy Live Online (Microsoft)

OCTOBER
100 Bullets (Acclaim)
Area 51 (Microsoft)
The Bard's Tale (Vivendi Universal)
Black 9 (Majesco)
BloodRayne 2 (Majesco)
Call of Duty: Finest Hour (Activision)
Doom III (Activision)
Fight Club (Vivendi Universal)
King of Fighters 2002 (SNK)
Leisure Suit Larry (Vivendi Universal)
Men of Valor: Vietnam (Vivendi Universal)
Midway Arcade Treasures 2 (Midway)
Mortal Kombat: Deception (Midway)
Red Ninja: End of Honor (Vivendi Universal)
The Red Star (Acclaim)
Shayde: Monsters vs. Humans (Metro 3D)
Ultra Bust-A-Move X (Majesco)
X-Men: Legends (Activision)

NOVEMBER
007: GoldenEye 2 (EA)
Armada 2: Star Command (Metro 3D)
Dead to Rights 2: Hell to Pay (Namco)
Iron Phoenix (Sammy)
Lemony Snicket (Activision)
Lobo (Kemco)
MechAssault 2 (Microsoft)
NBA Live 2005 (EA Sports)
Psychonauts (Microsoft)
The Lord of the Rings Trilogy (EA)
Star Wars: Republic Commando (LucasArts)

DECEMBER
Darkwatch: Call of the West (Sammy)
The Fast and the Furious (Vivendi Universal)

POSSIBLE IN 2004
Burnout 3 (EA)
Catwoman (EA)
Call of Cthulhu (Bethesda)
Conker Live & Uncut (Microsoft)
Jade Empire (Microsoft)
Outlaw Golf 2 (Rockstar)
Terminator 3: Redemption (Atari)
Time Splitters 3 (EA)
Tony Hawk's Underground 2 (Activision)

GAME BOY ADVANCE

MAY
CT Special Forces 2 (Hip)
Ice Nine (BAM!)
Mario & Donkey Kong (Nintendo)
Sabre Wolf (THQ)
Shrek 2 (Activision)
Sonic Advance 3 (THQ)
Van Helsing (Vivendi Universal)

JUNE
Astro Boy: Omega Factor (Sega)
Crash Bandicoot Purple: Ripto Rampage (Vivendi Universal)
Duel Masters (Atari)
Dragon Ball Z: Super Sonic Warriors (Atari)
Hardcore Pool (Telegames)
Harry Potter and the Prisoner of Azkaban (EA)
Mario Golf: Advance Tour (Nintendo)
Mega Man Battle Network 4: Red Sun (Capcom)
Mega Man Battle Network 4: Blue Moon (Capcom)
River City Ransom EX (Atlus)
Shining Force (Atlus)
Spider-Man 2 (Activision)
Spyro Orange: The Cortex Conspiracy (Vivendi Universal)
Yu-Gi-Oh!: Reshef of Destruction (Konami)

AUGUST
Boktai 2 (Konami)
Digimon Racing (Bandai)
Madden NFL 2005 (EA Sports)
Mega Man Mania (Capcom)
Metal Slug Advance (SNK)
Shaman King: Master Spirits (Konami)

SEPTEMBER
Disney's Aladdin (Capcom)
Hardcore 4 X 4 (XS Games)
Oggy and the Cockroaches (Telegames)
SD Gundam Force (Bandai)
Shark Tale (Activision)
Ten Pin Alley (XS Games)
XS Junior League Soccer (XS Games)
Zoids: Legacy (Atari)

OCTOBER
Mobil Suit Gundam Seed (Bandai)
Super Star Dance (XS Games)
XS Moto (XS Games)

NOVEMBER
Lemony Snicket (Activision)

PlayStation 2 tips

18 WHEELER AMERICAN PRO TRUCKER

Secret Character
At the title screen, press and hold the X button and start a game. Continue holding the X button until the Mode Select Screen appears. Now release X and choose any mode; Nippon Maru will appear as a playable character.

4X4 EVOLUTION

Secret Codes
Enter any of the following codes at the title screen. A special message will appear after entering each code correctly.
Unlock all cheat trucks—**L1, L2, R1, R2, L1, R1**
Start with $1,000,000—**L2, □, R1, O, R1, L1, O, L2, □, R2, □, R1**
Slow-mo mode—**L1, L2, R1, R2, □, O**
Warp speed mode—**L1, L2, R1, R2, □, □**

ALIENS VERSUS PREDATOR: EXTINCTION

Cheat Menu
At any time during gameplay, press **START** to pause, then press **R1, R1, L1, R1, L1, L1, R1, L1, R1, R1, L1, R1, L1, L1, R1, L1**. Select "Options," then "Cheats" to access the Cheats menu.

ARCTIC THUNDER

Secret Codes
Enter any of the following codes at the Mode Select screen. A special message will appear after entering a correct code
Rooster power-ups—**R1, R2, L2, L1, □, START**
Snowball power-ups—**□, □, □, L1, O, START**
Boost power-ups—**O, R1, R1, O, R2, START**
Grappling Hook power-ups—**O, O, L2, O, O, L1, START**
Random power-ups—**R1, R2, □, O, R1, R2, START**
Snow Bomb power-ups—**O, O, R1, R2, START**
No power-ups—**□, □, O, □, R2, □, START**
Super boost—**O, L1, □, R2, □, L2, START**
Opponent catch-up off—**O, □, O, O, □, START**
All invisible—**□, O, □, R2, O, O, START**
No drones—**□, □, O, O, L1, R1, START**

ARMY MEN: SARGE'S HEROES 2

Secret Codes
Enter any of the following codes at the "Input Code" screen under the "Levels" menu. You'll see a special text message after entering a correct code
F R E E P L A Y—Unlock all levels
N O D I E—Invincibility
N O S E E U M—Invisibility
G I M M E—All weapons
S H O R T Y—Tiny player
J M H U G E—Giant player
T H D O T E S T—Debug info

ATV OFFROAD FURY 2

Secret Codes
Select "Profile Editor" from the main menu, then select "Unlock Items" and choose the "Cheats" option. Enter any of the following codes at the next screen that appears. A special message will appear to confirm each code.
I G I V E U P—Unlock almost everything
F L Y P A P E R—Wrecks disabled
G A B R I E L—Unlock San Jacinto Isles
E A T D I R T—Aggressive AI enabled

ATV: QUAD POWER RACING 2

Secret Cheats
At the "Saved Profiles" screen which appears immediately after the title screen, select any empty profile. Next, select any rider and enter any of the following codes at the "Name Your Rider" screen that follows.
B U B B A—Unlock all riders
R O A D K I L L—Unlock all tracks
G E N E R A L L E E—Unlock all vehicles
D O U B L E B A R R E L—Unlock all challenges
R E D R O O S T E R—Unlock all championships
G I N G H A M—Max. stats
F I D D L E R S E L B O W—Max. skill level

BACKYARD WRESTLING

Unlock All Characters and Movies
At the main menu, hold **L1** and press X, □, △, O, X, □, △, O. You'll hear a confirmation sound when the code is entered correctly.

Cheat Codes
At the main menu, hold **L1** and press □, △, □, △, O; you'll hear a sound to confirm correct entry. A "Cheats" option will now be available at the Options menu. Go to the "Create a Wrestler" option and enter any of the following names as your character's name to activate the desired cheat:
r t a y l o r—Big Heads
o k e n d a l l—Big Hands
t p i p e r i—Big Feet
j g i n t o—Halo
k s i m e o n o v—Greyscale Mode
e w i l l i a m s—Wireframe Mode
e d m a—First Person Camera
j c h e—Player One Invulnerable
c b a r l o w—Player Two Invulnerable
d a n i e l s—Player One Unlimited Supers
j m a x w e l l—Player Two Unlimited Supers
a i t o n—Hardcore Difficulty

BALDUR'S GATE: DARK ALLIANCE

Play as Drizzt Do'Urden
At the character select screen, hold **L1 + R1 + △** and press X. You won't see or hear any special indication that the code worked until you begin your game.
Level Warp & Invincibility
At any time during gameplay, hold **L1 + R2 + Left + △** and press **START**. After entering the code correctly, a special menu will appear.
Power-Up Your Character
At any time during gameplay, hold **L1 + R2 + Left + △** and press **R3** (push the right analog stick). Your character's level will be set to 20 and you'll have 75,000 gold and all level 1 feats. This code will only partially work if you are using Drizzt.

BALDUR'S GATE: DARK ALLIANCE II

Item Duplication Trick
You'll need two controllers for this trick. Pause the game and select the "Change Players" menu, then select a new character (preferably Dorn, since he can carry more). Drop whichever items you want to duplicate and have the second player pick them up. Next, save your game and transfer the items back to your primary character. Enter the "Change Players" menu again and import the second character from the fresh save. That character will have the items that you just dropped as well, so you can sell off any duplicates, have them both equip the same item or break items down at the shop and recover gems. With this trick, you can easily build up your inventory of gems and items by duplicating them and gain massive amounts of gold by selling the duplicate items.
Invincibility/Level Warp
At any time during gameplay, hold **L1 + R1 + △ + O + X + □** and press the **START** button to bring up the cheat menu. You can toggle invincibility on and off and warp to any location in the game from here, even places that you haven't been to previously. You can even warp to levels that you are not supposed to be able to go to; for example, you can go to Zarad's study even when you're not playing as Ysuran
Level-Up Cheat
At any time during gameplay, hold **L1 + R1 + △ + O + X + □** and press the **L2** button. This cheat automatically levels your character up to level 10, gives you 45 Feat points and gives your character 500,000 gold. Be careful when your character passes level 10, since the code will reset all of your character's stats back to level 10.

BATMAN: RISE OF SIN TZU

Cheat Codes
At the title screen, hold **L1 + L2 + R1 + R2** and enter any of the following codes. A text message will appear to confirm correct code entry.
Unlock all end game rewards—**Down, Up, Down, Up, Left, Right, Left, Right**
Unlimited Combo meter—**Left, Right, Up, Down, Right, Left, Down, Up**
Unlimited health—**Up, Right, Down, Left, Up, Left, Down, Right**
Unlock all upgrades—**Up, Up, Left, Left, Right, Right, Down, Down**
Unlock Dark Knight difficulty—**Down, Left, Right, Up, Up, Right, Left, Down**

BATMAN: VENGEANCE

Cheat Codes
Enter any of the following codes at the main menu
Unlock all Power Moves—**L1, L1, R2, R2, L2, R2, L1, R2**
Unlock in-game cheats—**L2, R2, L2, R2, □, □, O, O**
Infinite Batarangs/Electric Batarangs—**L1, R1, L2, R2**
Infinite Charges, Nets and Stunners for Batlauncher—**O, □, O, □, L1, R1, L2, R2**
Infinite Handcuffs—**□, O, □, O, L2, R2, R2, L2**

BATTLE ENGINE AQUILA

Cheat Codes
In order for the following codes to work, you must first have a memory card inserted. At the main menu, select "New Game," then enter any of the following codes at the "Choose Game Name" screen:
! E V A H !—Unlock all levels
B 4 K 4 2—Unlock "God Mode" option (appears as a menu item in the "Options" submenu of the "Paused" menu)
1 0 5 7 7 0 Y 2—Unlock all 230 Goodies

BATTLESTAR GALACTICA

Cheat Code
Choose "Options" from the main menu, then select "Extras" and press **Up, Down, Down, Left, Left, Left, Left, Right, Right, Left, Left, Up, Up, Left, Left, Down, Left, Right** at the Extras menu. All of the Extras will be unlocked except the movies. This code also adds a new "Cheat Menu" option to the Options menu, use it to toggle invincibility, max out your missiles or set up wingmen options.
Ultimate Wingmen
Choose "Options" from the main menu, then select "Extras" and press **Down, Down, Left, Down, Down, Up, Right, Right** at the Extras menu. Apollo and Starbuck will be assigned as your wingmen, even if you're starting a new game

BIG MUTHA TRUCKERS

Unlock Everything
Select "Options" from the main menu, then select "Cheats" and enter these codes:
V A R L E Y—Unlocks Evil Truck
C H E A T I N G M U T H A T R U C K E R—Unlocks all remaining cheats

BLADE II

Main Menu Cheats
Enter any of the following codes at the main menu
Unlock Missions—Hold **L1** and press **Down, Up, Left, Left, O, Right, Down, □**
Unlock Weapons—Hold **L1** and press **□, O, Down, Left, O, O, △**
Unlock Daywalker Difficulty—Hold **L1** and press **Left, O, Up, Down, □, O, X**
In-Game Cheats
At any time during the game, press **START** to pause, then enter any of the following codes at the "Game Paused" menu:
Infinite Health—Hold **L1** and press **△, □, △, □, △, O, △, O**
Rage Always—Hold **L1** and press **Left, Down, Left, Down, Right, Up, Right, Up**
Infinite Ammo—Hold **L1** and press **Left, O, Right, □, Up, △, Down, X**

BLOWOUT

Cheat Codes
At any time during gameplay, press **START** to pause the game, then enter the "Cheats" menu and enter any of the following codes:
N O P A I N N O C A N E—Invincibility
C A N E R E A D Y T O R O C K—Restore health
F R I E N D L I E S T G O D I N G A L A X Y—Weapon level up
F I S H I N A B A R R E L—Unlimited ammo
C H A R L I E H U S T L E O V E R D R E S S E D R O M E O—All weapons
C O O L L E V E L C H E A T C O D E—Open all levels
A N Y A N D A L L C O D E—Unlock doors
C H A R L I E A L P H A N O V E M B E R E C H O—Time factor enabled
C H A R L I E O S C A R L I M A D E L T A—Freeze enemies
Y E S T E R D A Y Y O U R Z E B R A D I E—Clear map
B U T T C H E A T C A N S U R P R I S E—Big head
D E A D R E D P A R T Y S H O E S—Big feet

CART FURY CHAMPIONSHIP RACING

Cheat Codes
Enter any of the following codes at the "Cheats" screen under the Options menu. If the name of the code appears with the word "disabled" next to it, highlight that cheat and press Right to enable it:
Unlock All Cars—**△, X, △, □, L2, △**
Unlock All Tracks—**R1, △, X, X, R2, L1**
Unlock All Movies—**L1, O, R2, X, L2, △**
Death Wall—**X, □, R2, △, R1, R2**
Death Cars—**L2, □, L1, R2, R2, X**
Player Death Car—**L1, □, R1, R2, L2, L1**
Jump—**L1, L2, L1, R2, X, X**
Unlimited Time—**□, L1, R2, O, △, R1**
Big Heads—**△, □, □, L2, L1, R2**
Night Drive—**X, O, △, L2, R2, L1**
Low Gravity—**R2, R1, □, □, L1, L1**
Rocket Wheels—**L1, R2, △, □, □, △**
Thick Fog—**R2, R1, X, □, □, O**
Infinite Turbo—**X, X, □, L2, L2**
Infinite Continues—**L1, L2, L1, □, △, O**

THE CAT IN THE HAT

Cheat Codes
At the main menu or the Start Game menu, hold **O + R1 + R2** and enter any of the following codes. You'll hear a special sound after entering each code correctly. Note that many of the codes can also be entered in the same way at the Pause menu during the game, where it may be more appropriate to do so (e.g. the "current level" codes)
Infinite health—**□, L1, L1, L2, L2, Up, Down, Up, Up, Down**
Infinite lives—**□, L2, L2, L1, L1, Down, Down, Up, Up, Down**
Add 10 Magic—**L1, Down, L1, L2, □, Down, Up, Down, Up, Up**
Add 100 Magic—**Up, L1, L2, , Down, Down, Up, Down, Up, Down**
Get all four bonus level keys in current Level—**□, L2, Down, L1, L1, Up, □, Down, Up, Down**
Unlock all levels—**Down, L2, Up, L1, □, Down, Down, Down, Down, Up**
Unlock "Seussian Secret Level" at the Start Game menu—**Square, L2, Up, □, L1, □, Down, □, Down, □**
Unlock bonus level select option at the Start Game menu—**□, Up, L2, L2, L1, □, Down, □, Up, Up**
Unlock all Gallery items—**□, Down, L2, Down, L1, □, Up, □, Down, Down**
Enable level warp—**Down, L2, L2, L2, Down, Up, Up, Up, Down** (with this code in place, you can hold **L1** and press **L2** to warp to the starting point of the next area in the current stage, or hold **R1** and press **R2** to warp to different locations within the same area)
Complete game by finishing the current level—**□, L2, L2, Up, L1, Up, Up, Down, Up, Down**
Flycam mode—**Down, L2, □, Up, L1, Down, Down, Up, Down, Down** (use the analog sticks and buttons to move the camera around)
Display credits while in the house—**L2, Down, □, Down, L1, Up, Up, Down, Down, Down**
Load all levels in succession—**□, L2, Down, Up, L1, □, □, □, □, Down**
Display programmers' debug coordinates—**Down, L2, L2, □, L1, Up, Down, Up, Down, Down**

CONTRA: SHATTERED SOLDIER

30 Lives
At the main menu, press **Up, Up, Down, Down, L1, R1, L2, R2, L3, R3** on Controller 2. You'll hear a special sound effect after entering it correctly, after which you'll start a game with 30 lives.

CRAZY TAXI

Secret Bicycle

To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen:
Hold **L1**, hold **R1**, release **L1**, release **R1**
Hold **R1**, hold **L1**, release **R1**, release **L1**
When you lock in your character with the × button, you'll hear a bicycle bell to confirm that the code has been entered correctly. You can also enter the code with the **L2** and **R2** buttons if you wish.

Another Day

Use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release **R1** once, then hold down **R1** and press ×. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

Speedometer

You need a second controller plugged into Port 2 to enter the remaining codes. At any time during a game, hold **R1** and press □ five times using Controller 2. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To toggle the speedometer off, just hold **R1** and press □ on Controller 2 again.

Alternate Camera Angles

Use the following button combinations on Controller 2 to change the camera angle at any time during the game:
• Hold **R1** and press △ on Controller 2 to switch to a camera that follows you from a fixed location and moves to various fixed locations as you drive around.
• Hold **R1** and press ○ on Controller 2 to toggle between two additional camera angles. One is a first-person view through the windshield of your cab and the other is a close-up view of your passenger's face.
• Hold **R1** and press × on Controller 2 to return to the default view.

DAVE MIRRA FREESTYLE BMX 2

Cheat Codes

The following codes can be entered at the main menu:
Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down,** □
Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down,** □
Unlock secret pieces in Park Editor—**Up, Left, Down, Right, Down, Up, Up, Down, Right, Right,** □
Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, Left,** □

DEF JAM VENDETTA

Secret Characters

At the main menu, select Battle or Survival mode and choose any match type. At the character select screen, hold **L1 + L2 + R1 + R2** and quickly enter any of the following codes:
Arii—×, □, △, ○, □
Briggs (alternate costume)—×, △, ○, □, ○
Carla—×, □, ×, ×, ×
Chukklez—□, □, △, ×, ○
Cruz—○, △, ×, ×, ○
D-Mob (alternate costume)—□, △, ○, ×, ○
D-Mob—□, □, △, □, □
Dan G—×, ○, ×, ○, □
Deebo—○, ○, ×, ×, △
Deja—○, □, ○, ○, ×
DMX—○, ×, ○, △, □
Drake—×, △, △, ○, ○
Funkmaster Flex—○, △, ○, ○, □
Headache—△, △, △, □, ○
House—△, ×, △, ○, ×
Iceberg—□, △, ○, □, ○
Ludacris—○, ○, ○, □, △
Manny (alternate costume)—○, □, ○, □, ○
Masa—×, ○, △, □, □
Method Man—□, ○, ×, △, ○
Moses—△, △, □, □, ×
N.O.R.E.—○, □, △, ×, ○
Nyne—□, ○, ×, ×, △
Omar—○, ○, □, △, △
Opal—○, ○, □, □, △
Peewee—×, ×, □, △, □
Peewee (alternate costume)—×, △, △, □, ○
Penny—×, ×, ×, △, ○
Pockets—△, □, ○, □, ×
Proof (alternate costume)—×, □, △, □, ○
Razor—△, □, △, ○, ×
Razor (alternate costume)—□, ○, ×, △, △
Redman—○, ○, △, □, ×
Ruffneck—×, □, ×, △, ○
Ruffneck (alternate costume)—□, ○, △, ×, □
Scarface—○, □, ×, △, □
Sketch—△, △, ○, □, ×
Snowman—△, △, ×, ×, ○
Spider (alternate costume)—□, △, ×, □, ○
Steel—×, △, ○, ○, △
T'ai—○, ○, □, ×, ○
Zaheer—△, △, □, ×, ×

DISNEY'S EXTREME SKATE ADVENTURE

Cheat Codes

Select "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes (all in lowercase):
f r i e n d s o f b o b—Unlock all characters
e x t r e m e p a s s p o r t—Unlock all stages
s u p e r c h a r g e r—Special meter always full
s w e e t t h r e a d s—Unlock all items in Create-a-Skater menu
m a r i n—Unlock *Toy Story* video
s a v a n n a h—Unlock *Lion King* video
n u g g e t—Unlock *Tarzan* video

DOWNFORCE

Secret Codes

Enter any of the following codes at the main menu. After entering each one correctly, the car selection screen will appear and you'll automatically proceed to the corresponding game mode.
Access Crash Arena for one player—**Left, Right, Right,** □, **Down,** △, △, □
Access Crash Arena for two players—**Right, Left, Left,** ○, **Up,** △, △, □
Unlock all Trophy stages—**Right, Right,** ○, **Left, L1,** ○, **R1,** ○
Unlock all Championship modes—**Down,** ○, **Up, Down,** ○, ○, **R1, L1**

DOWNHILL DOMINATION

Cheat Codes

The following codes will work in the one-player "Single Event," "Career," "Arcade" and "Training" modes. At any time during gameplay (but not while paused), quickly enter the master code: **Up,** △, **Down,** □, **Left,** ○, **Right,** □. A confirmation message will appear to confirm that the codes are unlocked. Now you can enter any of the following codes:
Infinite bottles—**Up,** ×, **Left, Left,** ○, ○
Speed freak—**Down,** △, **Right, Right,** □
Super smack combat—**Left, Right,** △, **Up**
Extra smack time—**Left, Right, Down, Down**
Unlock Pro rider bios—**Right, Left, Left, Up,** △
Unlock Fantasy rider bios—**Right, Left, Left, Up,** ×
Unlock DH video clips—**Right, Left, Left, Down**
Unlock all videos—**Right, Left, Left, Down, Down,** ○
Super bounce—**Left,** □, ×, **Up,** △
Anti gravity—**Down,** △, □, □, **Up**
Mega flip—**Right, Up, Up, Right, Right,** □
Super bunny hop—**Up,** ×, **Left,** □, **Up**
Adrenaline boost—**Down, Left, Left, Right**
Stoke trick meter—**Down, Left, Left, Right, Right**
Combat upgrade—**Up, Down, Left, Left, Right**
Upgrade to bottle—**Up, Down, Left, Left, Right, Right**
Combat free—**Left,** □, ○, □, **Left**
Cash—**Right,** △, △, **Left**
More cash—**Right, Up, Up,** ○, ○, □
Always stoked—**Down,** □, □, **Left,** ○
Energy restore—**Down, Right, Right, Left, Left**
Unlock everything—**Down, Up, Up, Down, Down, Up, Up**
Buy everything—**Up, Down,** ×, △, **Up,** ×, **Down**
Note: All codes—including the master code—must be entered quickly. To disable a code's effects, just enter it again.

DR. MUTO

Select "Cheat Codes" from the main menu and enter any of the following codes:
T I N K E R T O Y—Every gadget
C H E A T E R B O Y—Never take damage
N E C R O S C I—Invincibility
E U R E K A—Unlock every morph
B E A M M E U P—Go anywhere
L O G G L O G G—Secret morphs
H O T T I C K E T—See movies
B U Z Z O F F—Super ending

DRAGON BALL Z: BUDOKAI 2

Earn All Capsules

Choose "Edit Skills" from the main menu and choose your memory card. At the Edit Skills menu, highlight "Skill List" and press × to enter it, then hold the **L2** button and press △ to return to the Edit Skills menu. Each time you do this, up to five random capsules will be added to your collected skills. If you simply hold **L2** and keep entering and exiting the skill list, you'll see your skill percentage continue to rise until you eventually unlock everything in the game. (Note: As you approach 100%, it takes longer to get the last few capsules because you'll keep getting duplicates of capsules you already own.)

DRIVEN

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering each one correctly.
Unlock all drivers in Arcade Mode—**Up, Down, Right, Left, Up, Up, Down**
Unlock all Story Mode chapters—**Down, Left, Up, Right, Right, Up, Down, Left**
Unlock all tracks in Arcade Mode—**Up, Up, Left, Down, Left, Right, Right, Up**

DYNASTY WARRIORS 2

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Once unlocked, the BGM Test will appear under the "Sound" item at the "Options" menu. "Opening Edit" will appear within the "Options" menu.
Unlock Wu Kingdom characters—□, □, **R2, R2, R1, R1,** □, □
Unlock Shu Kingdom characters—□, □, **R1, R1,** □, □, **R2, R2**
Unlock all characters—□, **R1,** □, **R2,** □, **R2,** □, **R1**
Select either side in Free Mode—Hold down △ and press **R1, L1, L2, R2, R1, L1, L2, R2**
Unlock all stages in Free Mode—Hold down □ and press **L1, R1, R2, L2, L1, R1, R2, L2**
Unlock BGM Test—**L1, L1, L1, R1, R1, R1, L2, R2**
Unlock Opening Edit—**R2, R2, R2, L2, L2, L2, R1, L1**
Unlock Wei Kingdom characters—□, □, □, □, **R2, R2, R1, R1**

DYNASTY WARRIORS 3

Secret Codes

Enter any of the following codes at the main menu:
Unlock all Free Mode stages—**R1, R2, L2, L1,** □, **L1, L2, R2, R1,** △
Unlock all movies in Movie Gallery—△, **L1,** △, **R1,** △, □, **L2,** □, **R2,** □
Unlock "Opening" item in Options—**R1,** □, **R1,** △, **R1, L1,** □, **L1,** △, **L1**
Unlock all Sound Test BGMs—**L1, L1, R1, R1, L2, L2, R2, R2,** □, △
Unlock all Shu characters—**L1,** □, △, **R2, L1, L2, L2, R1,** □, **L1**
Unlock all Wu characters—△, △, **L1,** □, **R1, R2, L1, L2, L2, L2**
Unlock all Wei characters—**L2, L1,** □, △, **L1, L2, R1, R2, L1, L2**
Unlock all characters—**R2, R2, R2, L1,** △, **L2, L2, L2, R1,** □

ENDGAME

Unlock Everything

At the title screen, press **START**. When the main menu appears, press × 13 times, □, × five times, □, × two times, □, × nine times, □, × seven times, □, × three times, □, × eight times, □, × five times, □, ×, □, × 20 times. After entering the code correctly, the main menu items will disappear and re-appear.

ENTER THE MATRIX

Cheat Codes

Select "Hacking" from the main menu. (You must have a previously saved game on your memory card to access the Hacking option.) At the "A:\>" prompt, enter "CHEAT.EXE" and hit the "Return" button; a message will confirm that you are in cheat mode. To enter each of the following codes, you must input "CHEAT" and a space, then the cheat code (e.g. "CHEAT 0034AFFF") followed by a Return, or you can simply select "CHEAT" from the Command List menu, then enter the code and hit Return. A message will appear to confirm each time you enter a code correctly:
0 0 3 4 A F F F—All weapons unlocked
1 D D F 2 5 5 6—Infinite ammo
6 9 E 5 D 9 E 4—Infinite Focus
7 F 4 D F 4 5 1—Infinite health
1 3 D 2 C 7 7 F—Unlock Bonus Test Level
FFFFFFF1—Invisibility (enemies can't see you)
D 5 C 5 5 D 1 E—Multiplayer Fighting
7 8 6 7 F 4 4 3—Faster *Logos* Flight Speed

ESPN NBA BASKETBALL

Unlock All 24/7 Items

Create a new player in 24/7 mode, change his first name to "HUNT" and change his last name to "4TREASURE" (be sure to use all capital letters). When you check the "Items" menu, you'll find every item unlocked.

ESPN X GAMES SKATEBOARDING

Unlock All Stages

At the title screen, press **Up, Up, Up, Down, Down, Down, Up, Down, Up, Down, Up, Down, L1, R1**. You'll hear a special sound effect after entering it correctly.

EVOLUTION SKATEBOARDING

Secret Characters

At the main title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right,** ○. At the character-select screen, highlight any character and press the ○ button to select a different hidden character at each one.

Unlock All Stages

At the main title screen, press **L2, R2, Left, Right, Left, Right, Left, Right, Down, Down, Up, Up, Down, Up**. All of the game's stages will now be unlocked.

EXTREME G III

Secret Cheats

At the "Game Modes" screen, enter any of the following codes:
Win next race—**L1 + R1 + L2 + R2, L2 + R2, R1 + R2, L1 + R1 + L2 + R2**
Infinite ammo—**L2, R2, L1, R1, L2 + R2, L1 + R1**
Infinite shield—**L1 + R1, L2 + R2, L1 + L2, R1 + R2**
Unlock all tracks—**L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2**
Start with 500,000 credits—**L1, L1, L1, L1, L1, L2, L2, L2, L2, L2, R1, R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2**
Double prize money—**L1, L2, R2, R1, R1, R2, L2, L1**

F1 2002

All Gold Cards

Select "EA Sports Cards" from the main menu and select any of the racing teams. Now press **L2, L2, R1, L1, R2, L2, L1, R1, R1, R2** to open all of the cards with Gold status.

FINDING NEMO

Cheat Codes

Enter any of the following codes at the main title screen:
Unlock all levels—△, △, △, □, □, ○, □, △, ○, □, △, □, △, □, △, ○, △, △
Invincibility—△, □, □, ○, ○, ○, △, △, □, □, □, ○, ○, ○, ○, □, △, ○, ○, ○, □, ○, △, ○, ○, □, ○, ○, △, ○, □, ○, ○, ○, △
View credits—△, □, ○, △, △, □, ○, △, □, ○, △, □, □, ○, △, □, ○, △, □, ○, ○, △, □, ○
Unlock secret level / view cinematics—△, □, ○, ○, □, △, △, □, ○, ○, □, △, △, ○, □, △, □, ○, ○, □, △

FISHERMAN'S CHALLENGE

Secret Cheat Code

Fisherman's Challenge has a single cheat code with multiple applications: **Up, Up, Down, Down, Left, Right, Left, Right, L1, R1**. Enter the code at various places in the game to activate different effects (entering the code a second time at the appropriate point will disable its effects):
• If you enter Free Fishing mode and enter the code at the "Select Time" prompt, the sun will go down sooner (i.e. if you choose a late time in the afternoon like 5:00 PM, the sky will be dark).
• If you enter the code while trolling (i.e. when your angler is standing up but you are still able to move the boat with the left analog stick), you will see an underwater view of your lure after casting.
• If you enter the code when the casting cursor appears on the water, the Fish Mood Lens will no longer appear.
• If you enter the code while your lure is in the water, you'll be able to reel in your line by simply holding the right analog stick in any direction (instead of having to rotate it continuously).
• If you enter the code at the "Home Menu" of any tournament, that tournament will be more difficult to win because your opponents' average total weight and fish count will be higher.
• If you enter the Aquarium option, then press **SELECT** for the "All View" mode, entering the code in this view will change some of the rocks in the aquarium into robot parts.

FREAKY FLYERS

Unlock Everything

At the Profile Select screen, select "New" and enter the name "ZENBU" to unlock all characters, levels, mini-games and specials.

FUGITIVE HUNTER: WAR ON TERROR

Cheats Menu

At the title screen—when the words "Press START Button" appear—press the ○ button five times, then press the □ button four times; you'll hear a sound effect to confirm the code. Now select "Special Features" from the main menu, you'll find a new "Cheats" option that gives you access to the following features:

All Fugitives—Unlocks all fugitives so you don't have to play the levels in order.

Invincibility—You are unharmed by enemy fire, explosions, fire or falling damage.

Infinite Ammo—Unlimited ammunition for all weapons.

All Weapons—All of the weapons that can be acquired in each mission are in your inventory from the start of the mission.

Bin Laden Cheat

At any time during the Afghanistan-Pakistan Border mission at the start of the game, press **START** to pause, then press ○, ○, ○, □, □, □, **R2** at the pause menu. You'll hear a sound effect to confirm the code. With this code in place, every sixth enemy that appears will be Osama Bin Laden or a Bin Laden "double," so you can kill him over and over again, as many times as you like.

FUTURAMA

Cheat Codes

At any time during the game, hold **L1** + **L2** and enter any of the following codes:

Invincibility—**Down**, □, △, **Down**, □, △, ○, ×, **R2**, △, **SELECT**

Max. ammo—**Down**, □, △, **Down**, □, △, ○, ×, **R2**, **Right**, **SELECT**

Max. Special Move charges—**Down**, □, △, **Down**, □, △, ○, ×, **R2**, **Left**, **SELECT**

Five additional lives—**Down**, □, △, **Down**, □, △, ○, ×, **R2**, **Down**, **SELECT**

Refill health meter—**Down**, □, △, **Down**, □, △, ○, ×, **R2**, **Up**, **SELECT**

Unlock all movies, music and gallery pictures—**Down**, □, △, **Down**, □, △, ○, ×, **R2**, ○, **SELECT**

Enable FMV skip—**Down**, □, △, **Down**, □, △, ○, ×, **Up**, **Up**, **SELECT** (note: this code enables you to skip any video sequence by pressing the **START** button, even if you're watching it for the first time)

Warp to "Planet Express"—**Down**, □, △, **Down**, □, △, □, △, **Up**, **Up**, **SELECT**

Warp to "Sewers"—**Down**, □, △, **Down**, □, △, □, △, **Up**, **Right**, **SELECT**

Warp to "Subway"—**Down**, □, △, **Down**, □, △, □, △, **Up**, **Down**, **SELECT**

Warp to "Old New York"—**Down**, □, △, **Down**, □, △, □, △, **Up**, **Left**, **SELECT**

Warp to "Red Light District"—**Down**, □, △, **Down**, □, △, □, △, **Up**, △, **SELECT**

Warp to "Uptown"—**Down**, □, △, **Down**, □, △, □, △, **Up**, ○, **SELECT**

Warp to "New New York"—**Down**, □, △, **Down**, □, △, □, △, **Up**, ×, **SELECT**

Warp to "Weasel Canyon"—**Down**, □, △, **Down**, □, △, □, △, **Right**, **Up**, **SELECT**

Warp to "Run, Bender, Run"—**Down**, □, △, **Down**, □, △, □, △, **Right**, **Right**, **SELECT**

Warp to "The Mine Facility"—**Down**, □, △, **Down**, □, △, □, △, **Right**, **Down**, **SELECT**

Warp to "Red Rock Creek"—**Down**, □, △, **Down**, □, △, □, △, **Right**, **Left**, **SELECT**

Warp to "The Junkyard"—**Down**, □, △, **Down**, □, △, □, △, **Right**, △, **SELECT**

Warp to "Rumble in the Junkyard"—**Down**, □, △, **Down**, □, △, □, △, **Right**, ○, **SELECT**

Warp to "Market Square"—**Down**, □, △, **Down**, □, △, □, △, **Down**, **Up**, **SELECT**

Warp to "Left Wing"—**Down**, □, △, **Down**, □, △, □, △, **Down**, **Right**, **SELECT**

Warp to "Right Wing"—**Down**, □, △, **Down**, □, △, □, △, **Down**, **Down**, **SELECT**

Warp to "Temple Courtyard"—**Down**, □, △, **Down**, □, △, □, △, **Down**, **Left**, **SELECT**

Warp to "Inner Temple"—**Down**, □, △, **Down**, □, △, □, △, **Down**, △, **SELECT**

Warp to "Bogad Swamp Trail"—**Down**, □, △, **Down**, □, △, □, △, **Left**, **Up**, **SELECT**

Warp to "Bender's Breakout"—**Down**, □, △, **Down**, □, △, □, △, **Up**, **SELECT**

Warp to "Leela's Last Laugh"—**Down**, □, △, **Down**, □, △, □, △, **Right**, **SELECT**

Warp to "Fry Fights Back"—**Down**, □, △, **Down**, □, △, □, △, **Down**, **SELECT**

THE GETAWAY

Cheat Codes

Enter any of the following codes during the video sequence that appears at the start of the game (before you hit **START** to access the main menu). You'll hear a scream and the screen will flash yellow to confirm each code. To disable a code's effects, just enter the same code again; you'll hear the sound of breaking glass to confirm.

Extra health—**Up**, **Up**, **Left**, **Left**, **Right**, **Right**, ○, ○, **Down**

Infinite ammo + no reloading—**Up**, **Down**, **Left**, **Right**, △, **Up**, **Down**, **Left**, **Right**, □

Unlock Extra Features (Free Roaming mode and Credits)—△, △, △, **Left**, □, △, △, △, **Left**, ○ (Note: Entering this code again will not disable its effects)

Enable armored car weapon during missions—**Up**, **Down**, **Left**, **Right**, □, △, ○ (Note: The armored car is located on the other side of a fence across the street from St. James Park, roughly between Buckingham Palace and Westminster Abbey. In Free Roaming mode, this vehicle has a weapon which can be fired by pressing the **L3** button, but the weapon is disabled during missions; using this code will allow you to fire the armored car's weapon during missions.)

GOBLIN COMMANDER: UNLEASH THE HORDE

Cheat Codes

At the main menu, press **L1** + **R1** + △ + **Down** and continue to hold them down for three seconds; a message will appear to confirm that the cheat mode has been turned on. Now you can enter any of the following codes

Access all levels—△, △, △, **L1**, **R1**, **L1**, **L1**, **R1**, **L1**, **R1**, **R1**, **L1**, **R1**, **L1**, **L1**, **R1**, **L1**, **L1**, **R1**, **L1**, **L1**, **R1**, **L1**, **L1**, **R1**, **L1**, **R1**, △, △, △

God mode—**R1**, **R1**, **R1**, **L1**, **L1**, **L1**, **R1**, **L1**, △, **R1**

Auto-win—**R1**, **R1**, **L1**, **L1**, **L1**, **R1**, **R1**, △, △, △

100 gold—**L1**, **R1**, **R1**, **R1**, **R1**, **L1**, △, **L1**, **L1**, **L1**

100 souls—**R1**, **L1**, **L1**, **L1**, **L1**, **R1**, △, **R1**, **R1**, **R1**

1,000 gold and 1,000 souls—**R1**, **R1**, **L1**, **R1**, **R1**, △, △, △, **L1**, **L1**

Fog of War—**R1**, **L1**, **R1**, **R1**, **L1**, **L1**, △, △, △, **L1**, **R1**

50% game speed—**L1**, **L1**, **L1**, **L1**, **L1**, △, △, △, △, **R1**

200% game speed—**R1**, **R1**, **R1**, **R1**, **R1**, **L1**, △, **R1**, **R1**, **R1**

GRAND THEFT AUTO III

Secret Codes

Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note. Most of the codes cannot be deactivated once you've turned them on; you must reset the PlayStation 2 in order to restore the game to normal. **Do not save your game after entering codes**; if you do, the codes may be permanently activated in your save file. To keep your saved game from being affected, **remove your memory card before entering any cheat codes** and leave it out until after you turn off the PS2.

100 Health—**R2**, **R2**, **L1**, **R1**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**, **Up**

100 Armor—**R2**, **R2**, **L1**, **L2**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**, **Up**

All weapons—**R2**, **R2**, **L1**, **R2**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**, **Up**

$250,000—**R2**, **R2**, **L1**, **L1**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**, **Up**

"Wanted" level 0—**R2**, **R2**, **L1**, **R2**, **Up**, **Down**, **Up**, **Down**, **Up**, **Down**

"Wanted" level +2—**R2**, **R2**, **L1**, **R2**, **Left**, **Right**, **Left**, **Right**, **Left**, **Right**

Certain weapons can decapitate and dismember—□, **L1**, ○, **Down**, **L1**, **R1**, △, **Right**, **L1**, × (try it with the assault rifle or sniper rifle. Note: There will be no confirmation message or sound effect when you enter this code)

Fast game clock—○, ○, ○, □, □, □, □, **L1**, △, ○, △

Slower game speed—△, **Up**, **Right**, **Down**, □, **R1**, **R2** (enter this code repeatedly to increase its effect)

Faster game speed—△, **Up**, **Right**, **Down**, □, **L1**, **L2** (enter this code repeatedly to increase its effect)

Pedestrians have weapons—**R2**, **R1**, △, ×, **L2**, **L1**, **Up**, **Down**

Pedestrians riot—**Down**, **Up**, **Left**, **Up**, ×, **R1**, **R2**, **L2**, **L1**

Pedestrians attack you—**Down**, **Up**, **Left**, **Up**, ×, **R1**, **R2**, **L1**, **L2**

All vehicles explode—**L2**, **R2**, **L1**, **R1**, **L2**, **R2**, △, □, ○, △, **L2**, **L1**

Invisible vehicles—**L1**, **L1**, □, **R2**, △, **L1**, △

Better vehicle handling—**R1**, **L1**, **R2**, **L1**, **Left**, **R1**, **R1**, △ (with this code in place, press **L3**—push the left analog joystick—to make your vehicle jump)

Cars can fly for short distances—**Right**, **R2**, ○, **R1**, **L2**, **Down**, **L1**, **R1**

Play as a pedestrian—**Right**, **Down**, **Left**, **Up**, **L1**, **L2**, **Up**, **Left**, **Down**, **Right** (enter this code repeatedly to change into different characters. Note: This code may not work unless your character is wearing his "street" clothes—the jacket and jeans—when you enter it)

Rhino tank appears—○, ○, ○, ○, ○, ○, **R1**, **L2**, **L1**, △, ○, △

Clear weather—**L1**, **L2**, **R1**, **R2**, **R2**, **R1**, **L2**, △

Cloudy weather—**L1**, **L2**, **R1**, **R2**, **R2**, **R1**, **L2**, □

Rain—**L1**, **L2**, **R1**, **R2**, **R2**, **R1**, **L2**, ○

Fog—**L1**, **L2**, **R1**, **R2**, **R2**, **R1**, **L2**, ×

GRAND THEFT AUTO: VICE CITY

Secret Cheat Codes

Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Most of the codes cannot be deactivated once you've turned them on; you must reset the PlayStation 2 in order to restore the game to normal. **Do not save your game after entering codes**; if you do, the codes may be permanently activated in your save file. To keep your saved game from being affected, **remove your memory card before entering any cheat codes** and leave it out until after you turn off the PS2. Also, some codes may cause unpredictable results which may cause the game to "crash," especially if you have several codes in effect at once. Codes that modify the appearance or behavior of vehicles or pedestrians will usually not affect those that are already in the immediate vicinity; you'll see the effects when new vehicles or pedestrians appear. The codes that cause vehicles to appear may not work if you're too far from a street or other area where vehicles are allowed to drive.

100 Health—**R1**, **R2**, **L1**, ○, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**, **Up**

100 Armor—**R1**, **R2**, **L1**, ×, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**, **Up**

All normal weapons—**R1**, **R2**, **L1**, **R2**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**, **Up**

All medium weapons—**R1**, **R2**, **L1**, **R2**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**, **Up**

All powerful weapons—**R1**, **R2**, **L1**, **R2**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Down**, **Down**

"Wanted" level +2—**R1**, **R1**, ○, **R2**, **Left**, **Right**, **Left**, **Right**, **Left**, **Right**

"Wanted" level 0—**R1**, **R1**, ○, **R2**, **Up**, **Down**, **Up**, **Down**, **Up**, **Down**

Suicide—**Right**, **L2**, **Down**, **R1**, **Left**, **Left**, **R1**, **L1**, **L2**, **L1**

Fast game clock—○, ○, **L1**, □, **L1**, □, □, □, **L1**, △, ○, △

Slower game speed—△, **Up**, **Right**, **Down**, □, **R2**, **R1** (enter this code repeatedly to increase its effect)

Faster game speed—△, **Up**, **Right**, **Down**, **L2**, **L1**, □ (enter this code repeatedly to increase its effect)

Pedestrians have weapons—**R2**, **R1**, ×, △, ×, △, **Up**, **Down**

Pedestrians riot—**Down**, **Left**, **Up**, **Left**, ×, **R2**, **R1**, **L2**, **L1**

Pedestrians attack you—**Down**, **Up**, **Up**, **Up**, ×, **R2**, **R1**, **L2**, **L2**

Display punctuation—○, **L1**, **Down**, **L2**, **Left**, ×, **R1**, **L1**, **Right**, × (if you are being pursued by the police, your current and maximum "chase" level will be displayed beneath your "Wanted" level along with updates about any news coverage you receive)

Certain women follow you—○, ×, **L1**, **L1**, **R2**, ×, ×, ○, △ (Note: As your stats increase and you earn more money and better clothes, you will attract a wider variety of women)

Nearest pedestrian gets in your vehicle—○, **Right**, **Up**, **L1**, □, **R1** (Note: This code will only register if you're in a vehicle and there is a pedestrian close by)

Gangsters at the properties you own are women in bikinis with guns—**Right**, **L1**, ○, **L2**, **Left**, ×, **R1**, **L1**, **L1**, ×

All cars explode—**R2**, **L2**, **R1**, **L1**, **L2**, **R2**, □, △, ○, △, **L2**, **L1**

More aggressive drivers—**R2**, ○, **R1**, **L2**, **Left**, **R1**, **L1**, **R2**, **L2**

All traffic lights remain green—**Right**, **R1**, **Up**, **L2**, **L2**, **Left**, **R1**, **L1**, **R1**, **R1**

Invisible vehicles—△, **L1**, △, **R2**, □, **L1**, **L1**

Increase tire size for certain sports cars—**R1**, ×, △, **Right**, **R2**, □, **Up**, **Down**, □ (Note: This code can be entered repeatedly to increase its effects, but it will not register again unless you reload a saved game or completely restart a new game)

All randomly-colored vehicles are black—○, **L2**, **Up**, **R1**, **Left**, ×, **R1**, **L1**, **Left**, ○

All randomly-colored vehicles are pink—○, **L1**, **Down**, **L2**, **Left**, ×, **R1**, **L1**, **Right**, ○

Cars can fly for short distances—**Right**, **R2**, ○, **R1**, **L2**, **Down**, **L1**, **R1**

Boats can fly for short distances—**R2**, ○, **Up**, **L1**, **Right**, **R1**, **Right**, **Up**, □, △

Better vehicle handling—△, **R1**, **R1**, **Left**, **R1**, **L1**, **R2**, **L1** (with this code in place, press **L3** to make your vehicle jump)

Cars can drive over water—**Right**, **R2**, ○, **R1**, **L2**, □, **R1**, **R2**

Play as Lance Vance—○, **L2**, **Left**, ×, **R1**, **L1**, ×, **L1**

Play as Candy Suxxx—○, **R2**, **Down**, **R1**, **Left**, **Right**, **R1**, **L1**, ×, **L2**

Play as Ken Rosenberg—**Right**, **L1**, **Up**, **L2**, **L1**, **Right**, **R1**, **L1**, ×, **R1**

Play as Hi ary King—**R1**, ○, **R2**, **L1**, **Right**, **R1**, **L1**, ×, **R2**

Play as Jezz Torrent—**Down**, **L1**, **Down**, **L2**, **Left**, ×, **R1**, **L1**, ×, ×

Play as Phil Cassidy—**Right**, **R1**, **Up**, **R2**, **L1**, **Right**, **R1**, **L1**, **Right**, ○

Play as Sonny Forelli—○, **L1**, ○, **L2**, **Left**, ×, **R1**, **L1**, ×, ×

Play as Mercedes—**R2**, **L1**, **Up**, **L1**, **Right**, **R1**, **Right**, **Up**, ○, △

Play as Dick—**R1**, **L2**, **R2**, **L1**, **Right**, **R2**, **Left**, ×, □, **L1**

Play as Ricardo Diaz—**L1**, **L2**, **R1**, **R2**, **Down**, **L1**, **R2**, **L2**

Play as a pedestrian—**Right**, **Right**, **Left**, **Up**, **L1**, **L2**, **Left**, **Up**, **Down**, **Right** (enter this code repeatedly to change into different characters. Note: This code may not work unless Tommy is wearing his default "street" clothes when you enter it)

Bloodring Banger #1 appears—**Down**, **R1**, ○, **L2**, **L2**, ×, **R1**, **L1**, **Left**, **Left**

Bloodring Banger #2 appears—**Up**, **Right**, **Right**, **L1**, **Right**, **Up**, □, **L2**

Hotring Racer #1 appears—**R1**, ○, **R2**, **Right**, **L1**, **L2**, ×, ×, □, **R1**

Hotring Racer #2 appears—**R2**, **L1**, ○, **Right**, **L1**, **R1**, **Right**, **Up**, ○, **R2**

Sabre Turbo appears—**Right**, **L2**, **Down**, **L2**, **L2**, ×, **R1**, **L1**, ○, **Left**

Romero's Hearse appears—**Down**, **R2**, **Down**, **R1**, **L2**, **Left**, **R1**, **L1**, **Left**, **Right**

Love Fist limousine appears—**R2**, **Up**, **L2**, **Left**, **Left**, **R1**, **L1**, ○, **Right**

Caddy appears—○, **L1**, **Up**, **R1**, **L2**, ×, **R1**, **L1**, ○, ×

Trashmaster appears—○, **R1**, ○, **R1**, **Left**, **Left**, **R1**, **L1**, ○, **Right**

Rhino tank appears—○, ○, **L1**, ○, ○, ○, **L1**, **L2**, **R1**, △, ○, △

Clear weather—**R2**, ×, **L1**, **L1**, **L2**, **L2**, **L2**, **Down**

Cloudy weather—**R2**, ×, **L1**, **L1**, **L2**, **L2**, **L2**, △

Overcast sky—**R2**, ×, **L1**, **L1**, **L2**, **L2**, **L2**, □

Rain—**R2**, ×, **L1**, **L1**, **L2**, **L2**, **L2**, ○

Fog—**R2**, ×, **L1**, **L1**, **L2**, **L2**, **L2**, ×

GUNGRIFFON BLAZE

Cheat Code

Choose "Make Pilot" from the main menu and create a new pilot, giving it the name "FAE MASTER!". Set the Nation to "Mexico" and the Sex to "Female," then save. When you play a game with this pilot, you'll start with 12 two-round units of the super-powerful Fuel Air Explosion weapon.

HIGH HEAT MAJOR LEAGUE BASEBALL 2004

Secret "Game Edit" Menu

During a game while a player is up to bat, press **START** to pause. When the pause menu appears, press □, □, ○, ○, **L1**, **R1**. You'll hear the announcers laugh to confirm the code. With this code in place, you can call up a cheat menu by pressing **L1** + **R1** at the pause menu. Here you can adjust many of the game's parameters, including the score, the inning and the number of balls, strikes or outs.

HITMAN 2: SILENT ASSASSIN

Cheat Codes

Enter any of the following codes at any time during gameplay. You'll receive special confirmation after entering a correct code.

Level skip—**R2**, **L2**, **Up**, **Down**, ×, **L3**, ○, ×, ○, ×

Hitman full heal—**R2**, **L2**, **Up**, **Down**, ×, **Up**, **Down**

Lethal Charge on—**R2**, **L2**, **Up**, **Down**, ×, **R1**, **R1**

Megaforce—**R2**, **L2**, **Up**, **Down**, ×, **R2**, **R2**

Gravity off—**R2**, **L2**, **Up**, **Down**, ×, **L2**, **L2**

Bomb on—**R2**, **L2**, **Up**, **Down**, ×, **Up**, **L1**

Nailgun on—**R2**, **L2**, **Up**, **Down**, ×, **L1**, **L1**

Slo mo on—**R2**, **L2**, **Up**, **Down**, ×, **Up**, **L2**

HUNTER THE RECKONING: WAYWARD

Cheat Codes

Enter any of the following codes quickly at any time during gameplay; you'll hear a confirmation noise each time you enter a code correctly. Note that you must enter the "enable cheats" code first before any of the other codes will work. You can re-enter any

code to toggle its effects off. Note that only the "max. Edges" code carries over from one mission to the next; all of the remaining cheats must be re-entered at the start of each new mission

Enable cheats—O, □, △, X, L1, L1, Left, Left

Refill health meter—△, △, O, O, □, L1, □, R1

Invincibility—Right, Right, Right, X, Up, △, Up, □

Refill ammunition—Right, Right, Right, Right, Up, Down, Up, Down

Unlimited ammo—X, △, O, □, △, Up, Down, Down

Blade weapons do more damage—Down, Down, R1, R1, Up, X, Up, O

Max. Edges—L1, L1, O, O, Down, Down, Up, Down

No Conviction cost for Edges—L2, Up, X, Up, □, □, Down, Down

Tough monsters (monsters do more damage and are harder to kill)—□, □, △, □, L2, L2, Up, Down

Turn monsters on/off—□, □, O, O, △, L1, L1, Down

Unlock All Weapons

While inside the Hunter Headquarters, enter the "Enable Cheats" code as explained above, then quickly press □, X, O, X, Up, Down, Up, Down; you should hear a confirmation sound. Now check the Mission Board and select your mission. After you select your character and the Weapons Select screen appears, press the O button to unlock all of the weapons.

I-NINJA

Cheat Codes

At any time during gameplay, pause the game and enter the following codes:

Sword upgrade—Hold L1 + R1 and press O, □, O, △, △, □, O, □

Complete current mission—Hold R1 and press □, □, □, O; release R1, hold L1 and press △, △; release L1, hold R1 and press □, □ (This code can only be entered during missions; it can't be used in "Collect the Red Coins" or "Find All the Enemies" missions)

Big head mode—Hold R1 and press △, △, △, △; release R1, hold L1 and press △, △; release L1, hold L1 + R1 and press △, O, △

INTELLIVISION LIVES!

B-17 Bomber: Cheat Code

At the *B-17 Bomber* title screen (where it says "Intellivision Presents *B-17 Bomber*"), press the SELECT button to call up the keypad, then enter the following code: Highlight the "0" position (bottom row, center) and press X, then highlight the "1" position (top row, left) and press X. You'll start the game with unlimited fuel and 200 bombs.

Thin Ice: Alternate Game

Choose *Thin Ice* from the "Arcade" game menu, highlight "Play!" and press X. When the controller configuration screen appears, hold the R2 button on Controller 2 and press X on Controller 1 to play *Voochko on Ice*, an alternate version of *Thin Ice* starring Voochko the Wolf, mascot of the XIV Winter Olympic Games.

JONNY MOSELEY MAD TRIX

Unlock All Characters, Costumes, Skis & Courses

At the title screen, hold L2 + L3 + R1 + Down + □ and press O. (L3 is activated by pushing the left analog stick into the controller.) You won't get any special confirmation after entering it correctly, so you'll have to enter the character-select screen to verify the results.

KELLY SLATER'S PRO SURFER

Cheat Codes

Select the "Cheats" option from the Extras menu and enter any of the following codes:

All Boards—(619) 555-4141

All Levels—(328) 555-4497

All Suits—(702) 555-2918

All Surfers—(949) 555-6799

All Tricks—(626) 555-6043

1st Person Mode—(877) 555-3825

High Jumps—(217) 555-0217

Max Stats—(212) 555-1776

Trippy Graphics—(818) 555-1447

Perfect Balance—(213) 555-5721

Mega Cheat—(714) 555-8092

Play as Tiki God—(888) 555-4506

Play as Tony Hawk—(323) 555-9787

Play as Travis Pastrana—(800) 555-6292

Play as Freak—(310) 555-6217

KNOCKOUT KINGS 2001

Secret Codes

Select the Career mode and enter any of the following cheat codes as your boxer's name to unlock secret characters:

M E C C A—Unlock Ashy Knucks

M R B A R R Y—Unlock Barry Sanders

J G A M B I—Unlock Jason Giambi

J R S E A U—Unlock Junior Seau

O W N O L A N—Unlock Owen Nolan

S T E V E F—Unlock Steve Francis

Z I T O—Unlock Chuck Zito

J B O T T I—Unlock John Botti

D E M A R T—Unlock David De Martini

B A I L E Y—Unlock Joe Mesi

A U S T I N—Unlock Ray Austin

H A T C H E R—Unlock Charles Hatcher

B O S T I C E—Unlock David Bostice

O S U N A—Unlock Bernando Osuna

N E L S O N—Unlock Trevor Nelson

KYA: DARK LINEAGE

Unlock Gallery Landscapes, Characters and Renders

At the main menu, press △, Up, O, Right, Down, Down, □, Left, △, Up, O, Right, Down, Down, □, Left, △, Up, O, Right, Down, Down, □, Left

Restore Health

At any time during gameplay, press START to pause, then enter L1, R2, L2, R1, Up, Up, Left, □, Right, O, START, START.

LEGACY OF KAIN: DEFIANCE

Cheat Codes

Any time during gameplay, press the START button to pause, then enter any of the following codes:

Invincibility—Up, Down, Right, Down, R1, R2, Down, △, L1

Infinite Reaver charge—Down, Down, Up, Left, R1, R2, Down, △, O

Restore health and telekenesis—Left, Right, Left, Right, R1, L1, O, △, Down

Gain all special attacks—Right, Down, Up, Down, Down, R1, △, O, Down

Gain all Health Runes, Telekenetic Runes and Arcane Tomes—Left, Left, Up, Up, L1, R2, O, Down, △

Turn off all textures—L1, Down, R2, Right, R2, Up, △, L1, Down

Cartoon character mode—Up, Down, Up, Down, R1, R2, Down, O, △

Poster tube mode—Up, Down, Left, Right, R2, L2, △, Down, O

Wireframe mode—L1, Down, L1, Up, R1, L2, L1, Down, △

LEGENDS OF WRESTLING

Unlock All Wrestlers

At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, △, △, □. A special message will appear after entering the code correctly.

LETHAL SKIES II

Cheat Codes

Enter any of the following codes at the main menu:

Unlock all planes in Campaign mode and 2 Player mode—L2, L2, Right, R1, R1, R1, Left, Left, R2, R2, R2, R2, START

Unlock all missions in Campaign mode—Down, R2, R1, Up, Up, L1, L2, L1, START (note: this code will not work unless you enter the "Unlock all planes" code first)

Unlock Special missions in Campaign mode—Left, L2, L2, L1, Up, Up, Up, Down, START (note: this code will not work unless you enter the "Unlock all planes" code first)

Unlock Side Trax missions in Campaign mode—L1, R1, R2, R1, Right, Left, Left, Up, START (note: this code will not work unless you enter the "Unlock all missions" code first)

Unlock all missions in Dogfight mode—R1, R1, R1, L2, L2, L2, Up, Right, Down, Left, Up, START

Unlock Time Trial mission in Training mode—Right, Right, R1, R1, Up, L1, L1, L1, START

Unlock Hidden Paint Schemes—Left, Right, Left, Right, Right, Left, Right, Left, L2, R2, □, □, □, START (with this code in place, press the □ button while viewing your plane at the Hangar screen to change its colors)

LOONEY TUNES: BACK IN ACTION

Cheat Codes

Select "Cheat Codes" from the Options menu and enter any of the following codes:

P A S S P O R T—Access all areas

T O U G H A G E—Invulnerability

H E N S A W A Y—Hen grenades activated

W E E N Y—ACME Shrink Ray activated

S L A P P Y—Slappy Fish activated

G O B B L E—Gossamer doors revealed in Warner Bros. Studios

S U I T S Y O U—Free Costume doors activated

O U T T A K E—Duck Danger Battle unlocked

F U R R Y O U S—Wile E. Coyote game unlocked

D A N G E R D—Duck Danger costume unlocked

C A N N O N—Cannonball costume unlocked

A M U N K E Y—Awards $500 to player

THE LORD OF THE RINGS THE RETURN OF THE KING

Cheat Codes

At any time during gameplay, press START to pause the game, then hold L1 + L2 + R1 + R2 and enter any of the following codes. You'll hear a confirmation sound each time you enter a code correctly:

Unlock Faramir—X, X, △, △

Unlock Frodo—△, O, O, O or O, □, □, X

Unlock Merry—X, Down, Down, X

Unlock Pippin—△, O, X, O

Unlock All Actor's Videos—X, □, X, Up

The following codes are character-specific; enter the code that corresponds to the character you're controlling.

• 1,000 experience points

Aragorn—Up, □, △, X

Faramir—□, △, Up, □

Frodo—Down, △, Up, Down

Gandalf—O, △, Up, Down

Gimli—O, O, △, X

Legolas—X, △, Up, X

Merry—Down, Down, □, X

Pippin—△, X, □, X

Sam—△, X, Down, X

• Unlock all skills up through Level 8 for purchase

Aragorn—Up, □, △, Up

Faramir—O, Down, Down, Down

Frodo—O, O, Down, Down

Gandalf—O, □, Down, Down

Gimli—X, O, Down, □

Legolas—□, Up, Up, Down

Merry—Down, △, X, □

Pippin—□, Up, Up, O

Sam—O, O, △, △

• Earn all special abilities

Aragorn—Down, O, △, △

Faramir—Up, □, O, Up

Frodo—△, X, Down, X

Gandalf—Up, Down, △, O

Gimli—O, □, X, O

Legolas—△, O, X, O

Merry—Up, △, O, O

Pippin—□, X, O, △

Sam—Up, O, X, O

• Restore missiles

Aragorn—△, □, □, △

Faramir—△, Up, X, X

Frodo—△, △, △, O

Gandalf—△, Down, X, □

Gimli—O, O, O, X

Legolas—△, △, △, Down

Merry—□, O, O, △

Pippin—Up, O, Down, □

Sam—X, X, O, X

• Purchase all normal 3-hit combos (note: you will not be able to use some combos until your character achieves the specific level of the combo)

Aragorn—□, Down, △, Up

Faramir—□, △, Up, △

Frodo—□, Down, △, □

Gandalf—Down, X, △, Down

Gimli—Up, □, O, □

Legolas—□, △, △, O

Merry—△, Up, X, △

Pippin—Up, Up, □, O

Sam—□, X, O, □

• Purchase all normal 4-hit combos (see note above)

Aragorn—Up, □, △, Down

Faramir—X, □, Up, X

Frodo—Down, □, Down, O

Gandalf—Down, △, Up, O

Gimli—△, □, Up, X

Legolas—X, O, △, □

Merry—□, X, □, □

Pippin—X, X, Down, O

Sam—Up, Down, △, △

The following codes are not character-specific, but they will not work unless you have completed the game:

Purchase All Upgrades—Up, Down, △, □

Always Devastating—△, Up, △, Down

Infinite Missiles—□, □, Down, O

Invulnerability—□, O, □, Up

Perfect Mode—O, Down, △, X

Targeting Indicator Mode—Down, O, Up, □

Restore Health—□, □, O, O

THE LORD OF THE RINGS: THE TWO TOWERS

Secret Codes

At any time during the game, press the START button to pause, then enter any of the following codes. Use the D-pad to enter the directional commands, not the analog stick:

Restore health—Hold L1 + L2 + R1 + R2 and press △, Down, X, Up

Restore missiles—Hold L1 + L2 + R1 + R2 and press X, Down, △, Up

All Level 2 upgrades—Hold L1 + L2 + R1 + R2 and press O, Right, O, Right

All Level 4 upgrades—Hold L1 + L2 + R1 + R2 and press △, Up, △, Up

All Level 6 upgrades—Hold L1 + L2 + R1 + R2 and press □, Left, □, Left

All Level 8 upgrades—Hold L1 + L2 + R1 + R2 and press X, X, Down, Down

1,000 upgrade points—Hold L1 + L2 + R1 + R2 and press X, Down, Down, Down

MANHUNT

Secret Codes

The following codes can be entered at the main menu. However, they will not work unless you have accomplished certain goals as indicated below. Note that you can't earn a five-star rating in any level unless you play at the "Hardcore" difficulty setting.

God mode—Down, Down, O, Up, □, △, □, R2, Up, Up, L1, △ (this code will not work until you beat the game at any difficulty setting)

Unlimited run energy—R2, R2, L1, R2, Left, Right, Left, Right (this code will not work until you earn a five-star rating in Scenes 1 and 2)

Hunters can't hear you—R1, L1, R2, L1, Right, Left, Left, Left (this code will not work until you earn a five-star rating in Scenes 3 and 4)

Health regenerates—R2, Right, O, R2, L2, Down, O, Left (this code will not work until you earn a five-star rating in Scenes 5 and 6)

Hunters have high-pitched voices—R1, R1, △, O, □, L2, L1, Down (this code will not work until you earn a five-star rating in Scenes 7 and 8)

Start with weapons—R1, R2, L1, L2, Down, Up, Left, Up (this code will not work until you earn a five-star rating in Scenes 9 and 10)

Super punch—L1, △, △, △, O, O, O, R1 (this code will not work until you earn a five-star rating in Scenes 11 and 12)

Rabbit suit—Left, R1, R1, △, R1, R1, □, L1 (this code will not work until you earn a five-star rating in Scenes 13 and 14)

Monkey suit—□, □, R2, Down, △, □, O, Down (this code will not work until you earn a five-star rating in Scenes 15 and 16)

Hunters can't see you—□, □, □, Down, □, Down, O, Up (this code will not work until you earn a five-star rating in Scenes 17 and 18)

Play as Piggsy—Up, Down, Left, Left, R1, R2, L1, L1 (this code will not work until you earn a five-star rating in Scenes 19 and 20)

Cancel all active codes—Up, Down, Left, Right, Up, Down, Left, Right

MAT HOFFMAN'S PRO BMX 2

Cheat Codes

At the "Press Start" screen, quickly enter any of the following codes. You'll hear a special sound effect after entering each code correctly.

Perfect balance—Down, Up, O, Down, Up, O, Down, Up, O

Adrenaline meter always full—Down, X, X, X, R1, R1, R1

All riders have fiery hands and feet—Down, △, △, X, X, R1, R1

Invisible bikes—Down, Up, Left, Down, Right, Down, Left, Up

Unlock Day Smith—△, Up, Down, Up, Down, □

Unlock Vanessa—△, Down, Left, Left, Down, □

Unlock Bigfoot—△, Right, Up, Right, Up, □

Unlock Mime—△, Left, Right, Left, Right, Left

Unlock Volcano—△, Up, X, Up, Up, X

Unlock "vegas" rags (rider options)—O, L1, L1, Up, Up

Unlock "gear" rags (rider options)—O, △, Left, Right, Left, O

Unlock Tiki Battle mode—L1, L1, Down, R1, X, L1

Unlock all levels in all modes except Road Trip—□, Right, Right, △, Down, □

Unlock Chicago in Road Trip mode—□, Up, △, Up, △, □

Unlock Las Vegas in Road Trip mode—□, R1, Left, L1, Right, □

Unlock New Orleans in Road Trip mode—□, Down, Right, Up, Left, □

Unlock Boston in Road Trip mode—□, Up, Down, Down, Up, □

Unlock Los Angeles in Road Trip mode—□, Left, △, △, Left, □

Unlock Portland in Road Trip mode—□, X, X, △, △, □

Unlock all music tracks—L1, Left, Left, Right, Right, Right, X, X

No on-screen displays—Down, △, O, X, □

MAX PAYNE

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes. You won't hear or see any special confirmation, but the effects of each code will take place immediately. You may have to re-enter some of the codes after moving between areas for them to remain effective

Invincibility—**L1, L1, L2, L2, R1, R1, R2, R2**

Infinite Bullet Time—**L1, L2, R1, R2, △, ×, ×, △**

All weapons & max. ammo—**L1, L2, R1, R2, △, ○, ×, □**

Enemies die in slow-motion—**L1, L2, R1, R2, △, □, ×, ○**

Level Select

First, play the game normally until you reach Chapter 2: One Way Or the Other. Now, press **START** to pause the game, then press **SELECT** to return to the main menu. Next, press **Up, Down, Left, Right, Up, Left, Down, ○**, then select "Load Level." If you don't have a memory card, just select "Continue" when the prompt appears. If you entered the code correctly, you'll find that all the levels in the game will be unlocked.

MAX PAYNE 2: THE FALL OF MAX PAYNE

Unlock All Levels and Game Modes

At any time during gameplay (not while paused), press **□, □, □, ×, Left, Right, Left, Right, □, □, □, ×, Left, Right, Left, Right**. You won't get any confirmation that the code has been accepted, but if you return to the main menu and select "New Game," you'll find all of the modes and levels unlocked.

MDK 2: ARMAGEDDON

Alternate Camera View

At any time during gameplay, press **START** to pause, then hold **L2 + R2** and press **○, ×, ○, ×**. When you press **START** again to return to the game, the camera will change position.

MEDAL OF HONOR: FRONTLINE

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following cheats. The game will automatically unpause when you enter a cheat correctly:

Invincibility—**□, L1, ○, R1, △, L2, SELECT, R2**

Unlimited ammo and no reloading—**○, L2, □, L1, SELECT, R2, △, SELECT**

Passwords

Enter any of the following codes at the Password screen from within the Options menu.

D A W O I K S—Unlock all "Bonus" cheats, levels, medals and films in Gallery

M O N K E Y—Earn a gold star for the current level (note: this code allows you to skip to the next level, but you will start with no ammo)

T I M E W A R P—Earn a gold star for the level previous to the current level

F R E S H D E M O—Unlock "Our Trip to Holland" demo movie (wait at the main menu for about 30 seconds to see it)

MEDAL OF HONOR: RISING SUN

Cheat Codes

Choose "Options" from the main menu, then select "Passwords" and enter any of the following codes. Once a code is in place, you must then select "Bonus" from the Options menu and toggle the corresponding cheat on or off.

S E A H O R S E—Men with Hats

T I L E F I S H—Silver Bullet Mode

G A R I B A L D I—All Replay Items

H O G F I S H—Perfectionist Mode

T R I G G E R—Invisible Soldiers

T A N G—Bullet Shield

P U F F E R—Always Sniper

G O B Y—Infinite Ammunition

D A M S E L—Rubber Grenades

M A N D A R I N—Achilles Head

B U T T E R F L Y—Unlocks all missions (does not appear in "Bonus" menu)

S P I N E F O O T—Players have big arms (does not appear in "Bonus" menu)

MEN IN BLACK II: ALIEN ESCAPE

Secret Codes

Enter any of the following codes at the title screen when the text "Press Start" appears. The screen will flash white after each code is entered correctly.

Invincibility—**Right, ×, R1, △, Up, L2, ×, Left, L1, ○, ×, R2**

Unlock all Boss Mode stages—**R1, △, Down, Down, ×, L2, Left, □, Right, △, R2, L1**

Unlock all CST stages—**□, Up, L2, Left, △, ×, R2, ○, Right, R1, □, ○**

Start with all weapons—**Up, Down, ×, □, R1, △, △, Left, ○, L1, L1, Right**

MIDNIGHT CLUB

Unlock Smuggler's Run Buggy

Start the game with a memory card containing a save file from *Smuggler's Run*. At the "Vehicle Select" screen, the *Smuggler's Run* Baja Buggy will appear in the menu of cars to the left of the Taxi Cabs.

MIDNIGHT CLUB II

Cheat Codes

Enter the following codes at the Cheat Codes screen, which is found under the Options menu. Note the uppercase letters in some of the codes

c a r c r o b a t i c s—Wacky midair physics (hold **L1** and use the left analog stick to spin and flip your car whenever you catch air)

g r e e n L a n t e r n—Unlimited nitro boosts for both cars and motorcycles*

g l a d i a t o r—Indestructible vehicle/motorcyclists never bail*

s a v e t h e k i d s—Enable machine gun and rockets (to fire machine guns, press the **L3** button; pressing **R3** fires a rocket from under your hood)*

p o l e P o s i t i o n—Unlock all special abilities (nitro boosts, two-wheel driving, etc.)**

R a c e F i e n d—Unlock "Career" race type in Arcade mode**

t h e C o l l e c t o r—Unlock all vehicles in Career and Arcade modes**

G l o b e t r o t t e r—Unlock all cities in Arcade mode and Race Editor mode**

i m m o r t a l—Combines the effects of the * codes

p e n n y T h u g—Combines the effects of the ** codes, but does not unlock all vehicles in Career mode

r i m b u k—Combines the effects of the * codes and the ** codes, but does not unlock all vehicles in Career mode

h o w h a r d c a n i t b e 0—Easiest difficulty

h o w h a r d c a n i t b e 1—Very easy difficulty

h o w h a r d c a n i t b e 2—Much easier difficulty

h o w h a r d c a n i t b e 3—Easier difficulty

h o w h a r d c a n i t b e 4—Slightly easier difficulty

h o w h a r d c a n i t b e 5—Slightly harder difficulty

h o w h a r d c a n i t b e 6—Harder difficulty

h o w h a r d c a n i t b e 7—Much harder difficulty

h o w h a r d c a n i t b e 8—Very hard difficulty

h o w h a r d c a n i t b e 9—Hardest difficulty

The latter codes adjust the game's difficulty in all single-player game modes.

MINORITY REPORT

Secret Codes

Choose "Special" from the main menu, then select "Cheats," then "Enter Cheat Code." At the next screen, enter any of the following codes. A special message will appear upon entering a correct code.

B U T T E R U P—Restore player's health

S T R A P P E D—All weapons

M R J U A R E Z—Infinite ammo

L R G A R M S—Invincibility

Q U I T E R—Level skip

P A S S K E Y—Level warp all

S L I Z O M I Z O—Slomo button

B O U N Z M E N—Bouncy men

S P I N A C H—Super damage

S T Y L I N—Dramatic finish

C L U T Z—Wreck the joint

S T E E L U P—Armor

C L U M S Y—Rag doll

S L U G G E R—Baseball bat

F P S S T Y L E—Free aim

W I M P—Ending scene

D I R E C T O R—Unlock all movies

N I N J A—Unlock all combos

S K E T C H P A D—Unlock concept art

M A X I M U M H U R T—Unlock Pain Arenas

MISSION IMPOSSIBLE: OPERATION SURMA

Level Select

Choose "Profiles" from the main menu and highlight the name "Jasmine Curry." Now hold **L1 + R1 + △** and press **O**; you'll be sent back to the main menu where you'll find a new "Levels" option, allowing you to warp to any area in the game. Note: You may not be able to save your progress after entering this code.

MLB 2004

Cheat Codes

At any time during gameplay, press the **START** button to pause, then enter any of the following codes. If a code is entered correctly, the controller will vibrate. Enter the same code again to disable its effects.

Big heads—**Up, Left, Down, Right, Up, Right, Down, Left**

Big bodies—**Up, Down, Left, Right, L1, L2, R2, R1**

Big ball—**L1, L2, L1, L2, Up, Right, Down, Left**

Small heads—**Up, Down, Up, Down, R1, R1, L1, L1**

Invisible bodies—**R1, R2, R1, R2, Up, Down, Left, Right**

Fast players (running and fielding)—**Left, Right, Right, Left, L1, R1, R1, L1**

Slow players (running and fielding)—**Left, Left, Right, Right, R2, R2, L2, L2**

Programmer names—**R1, R2, Right, Right, Left, Left, L2, L1**

MLB SLUGFEST 2004

Secret Codes

Enter any of the following codes at the "versus" screen just before the game starts. The numbers represent the number of times you must press the **□, △** and **○** buttons followed by a direction on the D-pad. For example, to enter the "Rocket Park" code (3-2-1-Up), press **□** three times, **△** two times and **○** once, then press **Up** on the D-pad. A message will appear to confirm each code.

1-1-1-Down—Cheats Disabled

3-0-3-Up—Extended Time For Codes

4-4-4-Down—Unlimited Turbo

3-0-0-Left—Max. Batting

0-3-0-Left—Max. Power

0-0-3-Left—Max. Speed

2-4-2-Down—16" Softball

2-4-2-Up—Rubber Ball

0-0-4-Right—Whiffle Bat

0-0-4-Up—Log Bat

0-0-3-Up—Ice Bat

0-0-2-Up—Blade Bat

0-0-4-Left—Mace Bat

0-0-5-Up—Spike Bat

0-0-1-Up—Bone Bat

2-0-0-Right—Big Head

2-0-0-Left—Tiny Head

3-3-3-Up—Coliseum Stadium

3-2-1-Up—Rocket Park Stadium

3-3-3-Down—Monument Stadium

3-2-1-Down—Midway Park Stadium

3-2-1-Right—Empire Park Stadium

3-3-3-Left—Forbidden City Stadium

3-2-1-Left—Atlantis Stadium

2-1-0-Right—Pinto Team

2-1-1-Right—Horse Team

2-1-2-Right—Eagle Team

2-2-0-Right—Lion Team

1-0-3-Down—Dwarf Team

1-1-3-Down—Gladiator Team

1-3-3-Down—Robbie Head Team

1-0-2-Down—Dolphin Team

1-1-2-Down—Scorpion Team

1-2-2-Down—Sub-Zero Team

1-3-2-Down—Rodeo Clown Team

1-1-0-Down—Minotaur Team

2-2-2-Down—Olshan Team

2-2-2-Up—Rivera Team

2-3-2-Down—Napolitano Team

2-1-1-Down—Evil Clown Team

2-3-1-Down—Alien Team

2-3-3-Down—Casey Team

1-0-1-Down—Little League

2-2-2-Right—Team: Todd McFarlane

3-3-3-Right—Team: Terry Fitzgerald

MUPPETS PARTY CRUISE

Unlock All Decks & Mini-Games

From the main menu, select either "Short Cruise" or "Long Cruise," then enter "1VIPFROG" on the ticket and select Kermit as Player 1. All decks will now be unlocked in Long Cruise mode and all mini-games will now be unlocked in Short Cruise mode.

View All Videos

From the main menu, select either "Short Cruise" or "Long Cruise," then enter "MOVIESTR" on the ticket and select Miss Piggy as Player 1. Now select either "Short Cruise" or "Long Cruise" to start viewing the videos.

Max. Movement Points

From the main menu, select "Long Cruise," enter "SUPERMOV" on the ticket and select Gonzo as Player 1. When you select Long Cruise, your Muppet will be able to move the maximum of nine spaces on each turn.

Increase Time Limit

From the main menu, select either "Short Cruise" or "Long Cruise," enter "PLAYFIVE" on the ticket and select Animal as Player 1. Some games will now have a five-minute time limit instead of the normal 90 seconds.

MX RIDER

Unlock All Tracks

At the main menu, select "Championship," then select an empty file. Next, continue through the setup screens until you reach the Entry Form. Enter "IRATA" as your name and select "Done." At the following screen, press **△** repeatedly to return to the main menu, then check out the track selection screen to find everything unlocked.

MX SUPERFLY

Unlock All Courses, Riders & Mini-Games

At the main menu, press **△**, hold **L1** and press **Left**, then press **□, △**, hold **L1** and press **Right**, hold **R1** and press **Down**, hold **R1** and press **Right**, then finally press **SELECT**. The controller will rumble after entering the code.

MX UNLEASHED

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following passwords for the desired cheats:

S T U P E R C R O S S—Unlock Supercross tracks

E C O N A T I O N—Unlock National tracks

S W A P P I N—Unlock "Pro Physics" option at the setup menu before a race

O B T G O F A S T—Expert AI (allows you to set the opponent difficulty above 100 at the setup menu before a race)

S Q U I R R E L D O G—Unlock 50cc Bikes

B I G D O G S—Unlock 500cc Bikes

C L A P P E D O U T—Complete career (unlocks all tracks, machines and bikes)

NASCAR HEAT 2002

"Hardcore" Realism

At the main menu, press **Up, Down, Left, Right, R1, Up, Down**. You'll hear a special sound effect if you entered it correctly. Now enter Championship mode; a new option called "Hardcore" will be available under the "Realism" category.

Hornball Mode

At the main menu, select "Single Race." Next, at the "Race Day" screen, press **Up, Down, Left, Right, R1, Down, Up**. If you entered the code correctly, the race will immediately begin. Now you can shoot tires from the front of your car by pressing **Up** during the race.

NASCAR THUNDER 2003

Unlock Fantasy Drivers

At the Driver Select screen, select "Create-a-Car." Next, enter the any of the following names in their respective First Name and Last Name fields at the "Driver" subscreen. Next, select "Continue" and a special message will tell you that you unlocked a new driver.

Dave Alpern	Buster Auton
Scott Brewer	Audrey Clark
Rick Edwards	Michelle Emser
Katrina Goode	Diane Grubb
Jim Hannigan	Troi Hayes
Crissy Hillsworth	Traci Hultzapple
Rick Humphrey	Kristi Jones
Joey Joulwan	Cheryl King
Mandy Misiak	Josh Neelon
Dave Nichols	Kitt Paint
Benny Parsons	Ken Patterson
Dick Paysor	Tom Renedo
Sasha Soares	Chuck Spicer
Daryl Wolfe	

NBA JAM

Secret Codes

Choose "User Profiles" at the main menu and create a profile with one of the following names. When you choose that profile, the corresponding cheats will be active:

- Enter "C R E D I T S" to unlock the secret *NBA JAM* development teams
- Enter "– P O I N T S" to earn 100,000,000 Jam Points to spend at the Jam Store
- Enter "– L P –" to unlock all secret characters, secret teams, courts, apparel, cheats and development artwork

NBA LIVE 2004

Secret Codes

Choose "My NBA Live" from the main menu and select "NBA Codes." Enter the following codes to unlock special shoes and gear in Create Player mode:

P O U Y 9 8 5 G Y 5—Unlock all shoes

7 2 5 J K U P L M M—Unlock all Hardwood Classics jerseys

E R T 9 9 7 6 K J 3—Unlock all NBA Gear

Y R E Y 5 6 2 5 W Q—Unlock all Team Gear

8 7 8 4 3 H 5 F 9 P—Unlock 15,000 NBA Store points

NBA SHOOTOUT 2004

Secret Arenas

Enter either of the following cheat codes at the "Select Team" screen before entering a game:

Shootout Street Arena—Hold **L1 + R1 + L2 + R2** and press **○**

989 Sports Arena—Hold **L1 + R1 + L2 + R2** and press **□**

All-Time Greats

At any screen in the All-Time Greats menu, hold **L1 + R1 + L2 + R2** and press **○ + □** to unlock the selected player.

NBA STREET VOL. 2

Secret Codes

Select "Pick Up Game" from the main menu, choose "home" or "away" and select a user name. At the "Ready" prompt, you'll see a message at the bottom of the screen that says "Enter cheat codes now." Enter any the following codes at this time; if you entered a code correctly, you'll hear the sound of a car alarm being set:

Big heads—Hold L1 and press O, □, □, O
Small players—Hold L1 and press △, △, O, □
ABA ball—Hold L1 and press O, □, O, □
WNBA ball—Hold L1 and press O, △, △, O
Ball trails—Hold L1 and press △, △, △, □
No interface graphics—Hold L1 and press □, O, O, O
All jerseys unlocked—Hold L1 and press □, △, O, O
All courts unlocked—Hold L1 and press □, △, △, □
All Street Legends unlocked—Hold L1 and press O, △, □, △
All NBA Legends unlocked (except Michael Jordan)—Hold L1 and press □, △, △, O
NBA Legend Michael Jordan unlocked—Hold L1 and press O, △, O, O
Unlimited Turbo—Hold L1, press □, □, △, △
Explosive rims—Hold L1 and press O, O, O, △
No Trick Counters—Hold L1 and press △, △, O, O
Fast players—Hold L1 and press △, O, △, □
Easy two-pointers—Hold L1 and press △, O, □, △
Hard two-pointers—Hold L1 and press △, □, O, △

NEED FOR SPEED: HOT PURSUIT 2

Cheat Codes

Enter any of the following codes at the main menu:

Unlock Aston Martin V12 Vanquish—R2, Right, R2, Right, △, Left, △, Left
Unlock Aston Martin V12 Vanquish NFS—□, Left, Left, Left, R1, R2, R2, Left
Unlock BMW Z8—□, Right, □, Right, R2, △, R2, △
Unlock Chevrolet Corvette Z06—Left, R2, Left, R2, L1, R1, L1, R1
Unlock Chevrolet Corvette Z06 NFS—□, Right, Right, Right, R2, R1, R1, Right
Unlock Dodge Viper GTS NFS—L1, L2, L2, L2, Right, △, △, L2
Unlock Ferrari 360 Challenger—Left, □, □, □, R1, L2, L2, □
Unlock Ferrari 360 Spider—R2, □, R2, □, △, L2, △, L2
Unlock Ferrari 550 Barchetta—L1, □, L1, □, Right, R1, Right, R1
Unlock Ferrari 550 Barchetta NFS—□, R1, R1, R1, R2, Left, Left, R1
Unlock Ferrari F50—L1, △, L1, △, Right, L2, Right, L2
Unlock Ferrari F50 NFS—△, L1, L1, L1, Left, Right, Right, L1
Unlock Ford SVT Mustang Cobra R NFS—R1, Right, Right, Right, Left, R2, R2, Right
Unlock Ford TS50—Right, Left, Right, Left, R2, □, R2, □
Unlock Ford TS50 NFS—Right, L1, L1, L1, R1, Left, Left, L1
Unlock HSV Coupe GTS—L1, L2, L1, L2, L2, R1, △, R1, △
Unlock HSV Coupe GTS NFS—Right, L2, L2, L2, L1, Left, Left, L2
Unlock Jaguar XKR NFS—L1, Right, Right, Right, L2, R1, R1, Right
Unlock Lamborghini Diablo VT 6.0—Right, R2, Right, R2, R1, L1, R1, L1
Unlock Lamborghini Diablo VT 6.0 NFS—□, R2, R2, R2, △, R1, R1, R2
Unlock Lamborghini Murciélago—R1, L2, R1, L2, L1, Right, L1, Right
Unlock Lamborghini Murciélago NFS—L1, R2, R2, R2, Left, □, □, R2
Unlock Lotus Elise—△, R2, △, R2, Left, □, Left, □
Unlock Lotus Elise NFS—□, L1, L1, L1, R2, L2, L2, L1
Unlock Mercedes CLK-GTR—R2, R1, R2, R1, Left, △, Left, △
Unlock Mercedes CLK-GTR NFS—△, Left, Left, Left, L1, L2, L2, Left
Unlock Mercedes CL55 AMG—L1, Right, L1, Right, L2, □, L2, □
Unlock Mercedes CL55 AMG NFS—△, R2, R2, R2, R1, L1, L1, R2
Unlock McLaren F1—△, L1, △, L1, R1, Left, R1, Left
Unlock McLaren F1 NFS—Left, △, △, △, L2, □, □, △
Unlock McLaren F1 LM—□, L1, □, L1, △, Right, △, Right
Unlock McLaren F1 LM NFS—R1, □, □, □, R2, Left, Left, □
Unlock Opel Speedster NFS—L2, R2, R2, R2, □, Left, Left, L2
Unlock Porsche 911 Turbo NFS—Right, Left, Left, Left, △, R1, R1, Left
Unlock Porsche Carrera GT—Left, Right, Left, Right, R1, R2, R1, R2
Unlock Porsche Carrera GT NFS—R2, △, △, △, R1, □, □, △
Unlock Alpine Trail—□, □, △, △, Left, Left, L2, L2
Unlock Alpine Trail II—Left, Left, R2, R2, R2, Left, R1, □
Unlock Ancient Ruins II—Right, Right, Left, Left, Right, Right, L1, □
Unlock Autumn Crossing—Right, Right, △, △, R1, R1, Left, Left
Unlock Autumn Crossing II—R1, R1, Right, Right, Right, R1, R2, △
Unlock Calypso Coast—R2, R2, R1, R1, L1, L1, △, △
Unlock Calypso Coast II—△, △, Right, Right, Right, △, □, L1
Unlock Coastal Parkside II—R2, R2, Left, Left, Left, R2, R1, L1
Unlock Desert Heat II—R1, R1, R2, R2, R2, R1, L1, Left
Unlock Fall Winds II—R2, R2, □, □, □, R2, Left, R1
Unlock Island Outskirts II—L2, L2, R1, R1, R1, L2, Left, R2
Unlock Mediterranean Paradise II—□, □, Right, Right, Right, □, Left, L2
Unlock National Forest—□, □, L2, L2, R1, R1, Left, Left
Unlock National Forest II—Left, Left, L1, L1, L1, Left, Right, □
Unlock Outback—△, △, Right, Right, L1, L1, R1, R1
Unlock Outback II—L1, L1, △, △, △, L1, □, Right
Unlock Palm City Island—Left, Left, R1, R1, Right, Right, □, □
Unlock Palm City Island II—Right, Right, R2, R2, R2, Right, R1, Left
Unlock Rocky Canyons—R1, R1, Left, Left, □, □, Right, Right
Unlock Rocky Canyons II—□, □, △, △, △, □, L1, Left
Unlock Scenic Drive II—L2, L2, L1, L1, L1, L2, △, □
Unlock Tropical Circuit—R2, R2, △, △, Right, Right, R1, R1
Unlock Tropical Circuit II—L1, L1, Right, Right, Right, L1, □, R2
Unlock Pursuit Corvette—R2, L1, L1, R2, R1, Right, Right, R1
Unlock Pursuit Corvette Challenge—L2, R2, R2, L2, △, Right, △, Right
Unlock Pursuit Crown Victoria Challenge—Right, Left, Left, Right, □, △, □, △
Unlock Pursuit Murciélago—Right, L2, L2, Right, □, Left, Left, □
Unlock Pursuit Murciélago Challenge—R1, L1, L1, R1, Right, R2, Right, R2
Unlock Pursuit Mustang—Left, △, △, Left, R1, R2, R2, R1
Unlock Pursuit Mustang Challenge—Left, □, Left, □, R2, R1, R2, R1
Unlock Pursuit M5—△, □, □, △, L1, R1, R1, L1
Unlock Pursuit M5 Challenge—□, △, △, □, Left, R1, Left, R1
Unlock Black and White Mode—R1, L1, Left, △, Left, Left, Left, L1
Unlock Motion Blur—L2, L1, R1, □, R1, R1, R1, L1
Unlock Championship Bonus Event—L1, □, R2, R2, R2, R1, L1, □
Unlock Chrome Cars—L2, R2, Left, □, Left, Left, Left, R2
Unlock Heavy Fog—△, □, Right, R2, Right, Right, Right, □
Unlock Video Mode—L1, R1, Right, □, Right, Right, Right, R1
Unlock R/C Car—Right, △, L1, R1, L1, L1, L1, △
Unlock Racer Bonus Event—Right, □, Left, Left, Left, R2, Right, □

NEED FOR SPEED UNDERGROUND

Cheat Codes

Enter any of the following codes at the main menu; you won't hear any confirmation sound when doing so. Note: The codes must be entered quickly or they may not work.

Unlock all Circuit tracks in Quick Race mode—Down, R1, R1, R1, R2, R2, R2, □
Unlock all Sprint tracks in Quick Race mode—Up, R2, R2, R2, R1, Down, Down, Down
Unlock all Drag tracks in Quick Race mode—Right, □, Left, R1, □, L1, L2, R2
Unlock all Drift tracks in Quick Race mode—Left, Left, Left, Left, Right, R2, R1, L2

NFL STREET

Cheat Codes

Enter the following names when creating a new User ID. Note that you can only use one User ID profile at a time, so only one cheat can be activated per player

Travel—All stadiums unlocked
Classic—NFL Legends team unlocked
Kay Slay—Kayslay team unlocked
Excellent—X-ecutioners team unlocked
AW9378—All AFC and NFC All-Stars teams unlocked

ONI

Cheat Codes

At any time during gameplay, press **SELECT** to enter the data menu. Next, move the cursor to "Help." Now enter any of the following codes, then press **SELECT** again to return to the game. You'll hear a special sound effect after entering a correct code. All codes are deactivated when you die or start a new level. Note: The **L3** and **R3** buttons are triggered by pushing the left and right analog joysticks into the controller until you hear a click.

Invincibility—**L2, L1, L2,** □, O, □, **R3, L3, R3,** O
Infinite current ammunition—**L2, L1, L2,** □, O, □, **L2, L2, L1, L3**
Skip current stage—**L2, L1, L2,** □, O, □, **L3, R3, L2, L1**
Refill ballistic ammo, energy cells and hypo sprays—**L2, L1, L2,** □, O, □, O, O, O, **R3**
Phase cloak—**L2, L1, L2,** □, O, □, **L1, R3, L2, L3**
Knock enemies down with one punch or kick—**L2, L1, L2,** □, O, □, **R3, L3,** O, □
Kill enemies with one punch or kick—**L2, L1, L2,** □, O, □, **L3, R3,** O, □
Big head—**L2, L1, L2,** □, O, □, **START,** □, O, **START**
Tiny body—**L2, L1, L2,** □, O, □, **L3, R3,** □, O
Giant body—**L2, L1, L2,** □, O, □, **R3,** □, O, **L3**
Transform into a different character—**L2, L1, L2,** □, O, □, **L2, L2, L2, L2** (continue to press **L2** repeatedly to change into many different characters)

PITFALL: THE LOST EXPEDITION

Cheat Codes

At the title screen, hold **L1 + R1** and enter any of the following codes. Release the triggers after each code to see a confirmation message.

Infinite water in canteen (must acquire canteen first)—**Left,** □, O, **Down,** □, X, □, O
Faster attacks—**Left, Right,** O, **Up,** O, **Right, Left**
Play as Nicole—**Left, Up, Down, Up,** O, **Up, Up**
Play as old-school Pitfall Harry—△, **Left, Down,** □, O, △, △, **Left**
Unlock *Pitfall!* at the New Game/Load Game menu—O, O, **Left, Right,** O, □, X, **Up,** O
Unlock *Pitfall II: Lost Caverns* at the New Game/Load Game menu—**Left, Right, Left, Right,** △, △, △

PROJECT EDEN

Secret Cheats Menu

At any time during gameplay, press X to open the Resource Menu. Now hold **SELECT** and rotate the left analog stick clockwise three times, starting from the **Up** position. After doing this correctly, a small icon will appear in the lower right corner of the screen. Move your cursor here to access the cheats menu.

Q-BALL BILLIARDS MASTER

View Ball Paths

At the title screen, press **Up,** △, **Down,** X, **Left,** □, **Right,** O; you'll hear a tone to confirm the code. Now access the Options menu and set the "Guideline Detail" to "High." When you start a game, you will be able to see the exact path of the cue ball and each numbered ball when performing a shot.

QUAKE III: REVOLUTION

Level Skip

At any time during gameplay, hold **L1 + R1 + R2 + SELECT** and press X, O, □, △, X, O, □, △. You'll automatically clear the level after entering the code correctly. You can also enter the code while the game is paused.

R-TYPE FINAL

Cheat Codes

At any time during gameplay, press **START** to pause the game, then enter any of the following codes while paused (you'll hear a sound to confirm each code):

Invincibility—Hold **L2** and press **Right, Right, Left, Right, Left, Left, Right, Left, L1, Up, Up, Down, Down, Up, Down, Up, Down, L1**
99% Dose Charge—Hold **L2** and press **R2, R2, Left, Right, Up, Down, Right, Left, Up, Down,** △
Full Blue Power-Up, Missiles and Bits—Hold **L2** and press **R2, R2, Left, Right, Up, Down, Right, Left, Up, Down,** O
Full Red Power-Up, Missiles and Bits—Hold **L2** and press **R2, R2, Left, Right, Up, Down, Right, Left, Up, Down,** □
Full Yellow Power-Up, Missiles and Bits—Hold **L2** and press **R2, R2, Left, Right, Up, Down, Right, Left, Up, Down,** X

RC REVENGE PRO

Secret Codes

Enter any of the following codes at the main menu. You'll hear a faint sound effect after entering a correct code. You can enter the "Unlock next Championship" code up to seven successive times to unlock all eight Championships.

Unlock all tracks—**L1, R1, R2,** □, O
Unlock all vehicles—**L1, L2, R1, R2,** O, □
Unlock next Championship—**L1, R1, R2, L2**

REDCARD 20-03

Unlock All Teams, Stadiums and Finals Mode

In order to use this code, you must have a memory card with over 100 KB free. At the main menu, select "Load/Save " Next, select "Create/Load Profile." Now create a new profile with the name "BIGTANK". You must load and play using this profile in order for the effects to be active.

RED FACTION 2

Unlock All Cheats

At the main menu, select "Extras," then select "Cheats." Next, enter △, △, X, X, □, O, □, O to unlock all 12 cheats.

Level Select

At the main menu, select "Extras," then select "Cheats." Next, enter O, □, X, △, □, O, X, X. You won't receive any special confirmation, but if you start a new game, all levels will be available.

ROADKILL

Cheat Codes

At any time during gameplay, press **START** to pause, select the "Map" option and enter any of the following codes:

Earn $100,000—△, O, △, O, □, X, □, X
Infinite ammo—△, □, □, O, △, □, □, O
Tornado cheat—△, O, X, □, □, X, O, △
Restore health—□, O, □, O, □, O, □, O
Weapons unlock (weapons spawn near garage)—△, X, X, △, □, O, O, □, X, □, O, △

ROBOTECH: BATTLECRY

Secret Passwords

At the main menu, select "New Game." At the next menu, hold **L1 + R1** and press **Left, Up, Down,** X, **Right,** △, **START.** A special password entry screen will appear where you can enter any of the following codes.

WEWILLWIN—Unlock all missions
MULTIMAYHEM—Unlock all multiplayer missions
SUPERMECH—Invincibility
MISSMACROSS—Unlock all Veritech designs
WHERESMAX—Unlock all Veritechs and awards
BACKSTABBER—One-shot kills
SNIPER—One-shot Sniper kills
SPACEFOLD—Faster gunpod ammo refresh
MARSBASE—Faster missile refresh
MIRIYA—Faster weapon refresh

ROCKET POWER BEACH BANDITS

Unlock All Stages

From the main menu, select "Options," then select "Cheats." Enter the following answers to each specific question:

1. Squid—Unlocks Ocean Shores Day 1 stage
2. Conroy—Unlocks The Lakes stage
3. Tito Makani—Unlocks Ocean Shores Day 2 stage
4. Maurice—Unlocks Wishing Waters stage
5. Ocean Shores—Unlocks Ocean Shores Day 3 stage
6. Otto—Unlocks Mondo Mountain stage
7. Eddie, Prince of the Netherworld—Unlocks Ocean Shores Day 4 stage

ROGUE OPS

Cheat Codes

At any time during gameplay, press **START** and enter the following codes while the game is paused. Note: Not all of the codes will work in all stages.

Half damage—□, □, O, O, **Left, Left, Right, Right,** O, O, □, □
Enemy bullets do no damage—**Left, Right, Right, Left,** □, O, O, □
Invincibility—**Left, Right, Right, Left, Left, Right, Right, Left, Left, Right, Right, Left,** □, □
Infinite ammunition—□, O, □, O, □, O, □, O, **Left,** O, □, O, □, O, □, O, □
One-shot kills—O, **Left, Right, Right, Left,** O, **L2, R2,** O, □, □
Unlimited TOC—O, O, □, □, **Left, Right, Right, Left, L2, R2, L2**

Unlimited lifespan for Flycam—Left, Left, Right, Right, R2, R2, L2, L2, □, □, ○, ○
M7 shoots Frag Grenades—L2, R2, Right, Right, Left, Left, Right, Right, R2, L2, □, ○
Crossbow shoots Frag Grenades—Left, Right, Right, Left, □, ○, L2, R2, □, ○, Left, Right
M7 shoots Rockets—□, Left, Right, L2, R2, Right, □, R2, R2, L2, Left, Left
Crossbow shoots Rockets—Right, Right, Left, Left, L2, L2, R2, R2, ○, ○, □, □
Big weapons for Nikki—□, □, □, □, ○, ○, ○
All character models have big feet—Right, Right, Right, Left, Right, Left, Right, Left, Left, Left
Skip current scene—L2, □, L2, ○, L2, Left, L2, Right, L2, R2, □, R2, ○, R2, Left, R2, Right, □

BTX RED ROCK

Cheat Codes
Select "Options" from the main menu or the pause menu, then select "Codes" and enter any of the following cheats:
Easy difficulty—Up, Down, Down, Down, Down, Down, Down, Down, Up, Up
Normal difficulty—Up, Down, Up, Down, Up, Down, Up, Down, Up, Down
Hard difficulty—Down, Up, Up, Up, Up, Up, Up, Up, Up, Down
Unlock all levels—Down, Left, Left, Down, Left, Down, Right, Down, Left, Down
Acquire additional items—Right, Right, Right, Right, Left, Left, Left, Left, Up, Up
Acquire super weapons—Right, Up, Down, Down, Up, Right, Right, Up, Down, Down
Unlock all Special Features—Left, Down, Up, Left, Right, Up, Down, Left, Right, Down

RUN LIKE HELL

Secret Codes
At any point during gameplay, press SELECT to pause the game, then enter any of the following codes:
Restore health—Press L1 + L2 + L3 + R1 + R2 + R3 simultaneously, then press Up, Down, Up, Down, Left, Right, Left, Right, ×, ○
Restore armor—Press L1 + L2 + L3 + R1 + R2 + R3 simultaneously, then press □, ○, ×, △, ○, □, △, ×, L3, R3
Play music video—Press L1 + L2 + L3 + R1 + R2 + R3 simultaneously, then press Left, Left, Left, ○, ○, ×, L1, L1, R1, Up
Watch credits—Press L1 + L2 + L3 + R1 + R2 + R3 simultaneously, then press ×, □, △, ○, Right, Up, Left, Up, ×, Up

SCOOBY-DOO! NIGHT OF 100 FRIGHTS

Cheat Codes
At any time during gameplay, press START to pause, then quickly enter any of the following codes:
All power-ups—Hold L1 + L2 + R1 + R2 and press ○, □, ○, □, ○, □, □, □, ○, ○, □, ○, ○, ○
Unlock alternate credits sequence—Hold L1 + L2 + R1 + R2 and press □, ○, ○, □, ○, □
Unlock Monster Gallery Movies—Hold L1 + L2 + R1 + R2 and press □, □, □, ○, ○, ○, □, ○, □

SECRET WEAPONS OVER NORMANDY

Cheat Codes
Enter any of the following codes at the main menu:
Unlock all Instant Action environments—Left, Right, Up, Down, Left, Right, L1, R1, L1, R1
Big head mode—Right, Up, Left, Down, Right, Up, Left, Down, Right, L1, R1, L1, R1
Invincibility—Up, Down, Left, Right, Left, Left, Right, Right, L1, L1, R1, R1, L2, R2
Infinite ammo—Up, Right, Down, Left, Up, Right, Down, Left, L1, R1

SEEK AND DESTROY

Secret Passwords
After clearing the first mission, reenter the town of Rivageders and look for a suspicious-looking purple-colored tank across from the heliport. Approach it and press ○ to speak to it; it will ask if you know the secret word. Now enter any of the following passwords to earn the corresponding prize:
K W N O H I R O—1,000 Gold
G S A S I N R I—AirGatling weapon
K K H W E E E E—Bound Bomb weapon
O D G R I T R O—Grand Flag

SEGA SOCCER SLAM

Secret Codes
Enter these codes at the main title screen (when the words "Press Start" appear). Entering the same code again will disable the code. All new characters—□, ○, Up, Up, Up, Up
Unlock all stadiums—Up, Up, Up, Up, ○, ○
Big hits—L1, R1, Up, Up, ○, □
Max. Power—L1, R1, Left, Right, □, □
Infinite Turbo—L1, R1, Right, Up, ○, ○
Infinite Spotlights—L1, R1, Down, Right, □, ○
All items—Left, ○, Left, ○, Left
Big heads—R1, L1, Up, Up, □, □

SHAUN PALMER'S PRO SNOWBOARDER

Maximum Boarder Stats
At the main menu, move the cursor to "Options," then hold L1 + Right and press △, △, ○, △. When you start a game in Freeride mode, all boarders will now have their maximum stats.
Unlock Everything
At the main menu, move the cursor to the "Options" item, then hold R2 + Right and press △, △, ○, △. You'll hear a special sound effect after entering the code correctly.

SILENT HILL 2

Extra Options
From the main menu, select "Option," then press L1 + R1. You'll automatically be taken to a new "Extra Options" menu

THE SIMPSONS: HIT & RUN

Cheat Codes
Choose "Options" from the main menu, then hold L1 + R1 at the options menu and enter any of the following codes. You can also enter these codes during a game by selecting "Options" from the pause menu, but you won't hear a confirmation sound:
Invincibility—△, ×, △, ×
Unlimited top speed—□, □, □, □
Fast acceleration—△, △, △, △
Press horn to make vehicle jump—□, □, □, △
Destroy vehicles with one hit—△, △, □, □
Enable speedometer—△, △, ○, □
Replace secret vehicle in each mission with Red Brick Car—○, ○, △, □
"Trippy" graphics mode—△, ○, △, ○
Unlock all reward vehicles from current level—×, ○, ×, ○ (note: this code will not work until you have completed all of the game's missions)

THE SIMPSONS: ROAD RAGE

Secret Codes
Enter any of the following codes at the "Options" screen. Each code will only remain in effect for one stage, and you won't get to keep the money you earn in Road Rage mode if you play with a code activated.
Play as Smithers—Hold L1 + R1 and press △, △, □, □
Play as Thanksgiving Marge—Hold L1 + R1 and press △, △, ○, ○
Play as X-mas Apu—Hold L1 + R1 and press △, △, ○, △
Play as New Year's Krusty—Hold L1 + R1 and press △, △, ○, □
Play as Halloween Bart—Hold L1 + R1 and press △, △, △, ×
Drive red soapbox racer—Hold L1 + R1 and press △, △, □, ○
Drive Monty Burns Transit bus—Hold L1 + R1 and press △, △, □, ×
"Free Ride" mode (no traffic, no passengers, no time limit; press △ to toggle or reset timer)—Hold L1 + R1 and press ○, △, □, ×
Extra camera angles—Hold L1 + R1 and press △, △, △, △

THE SIMS

Cheat Codes
Hold L1 + L2 + R1 + R2 at the main menu, then enter any of the following passwords at the cheat entry menu that appears. Note the spaces in some of the codes:
FISH EYE—First-person perspective. Press the O button to toggle it on and off
FREEALL—All items cost $0 Simoleons. This code may cause your game to act buggy. After using it and buying a lot of items, you may want to save and then reset the machine to deactivate the code
MIDAS—Unlocks all skins, items and multi-player games. After entering the code, start a new "Get a Life" game, then quit to the main menu while in the Dream House
PARTY M—Unlocks "The Motel" multiplayer game
SIMS—Unlocks the "Play the Sims" mode, which is normally unlocked by playing "Get a Life"

THE SIMS: BUSTIN' OUT

Lawn Gnome Cheat
While playing in "Bust Out" mode, press START to pause the game, then quickly press R2, L1, R1, L2, Left, O; you'll hear a sound to confirm. Unpause the game and look for the Lawn Gnome near the mailbox.
Fill All Motives
After entering the Lawn Gnome cheat, pause the game again, then quickly press L2, R1, Left, O, Up; you'll hear a sound to confirm. Unpause the game and highlight the Lawn Gnome; now you can select the "Fill All Motives" option
Earn $10,000
After entering the Lawn Gnome cheat, pause the game again, then quickly press L1, R2, Right, □, L3; you'll hear a sound to confirm. Unpause the game and highlight the Lawn Gnome; now you can select the "Give Money" option.

SONIC HEROES

Metal Teams
Select "2P Play" from the main menu, choose a game and select any team. At the stage-select screen, select a stage with the START button, then immediately press and hold × + △ while the game loads. When the game starts, your team will consist of metal versions of the characters you chose.

SPAWN: ARMAGEDDON

Cheat Codes
At any time during gameplay, press START and enter the following codes while the game is paused. When you unpause, you will hear Spawn say "Necro-licious!" or "Necro-goodness!" to confirm each correct code.
All weapons—Up, Down, Left, Right, Left, Right, Left, Left
Infinite ammo—Up, Down, Left, Right, Up, Left, Down, Right
Infinite health and Necroplasm—Up, Down, Left, Right, Right, Left, Down, Up
Toggle blood on/off—Up, Down, Left, Right, Up, Up, Up, Up
Unlock all comics—Up, Down, Left, Right, Right, Left, Left, Up
Unlock all missions—Up, Down, Left, Right, Left, Left, Right, Right
Unlock all encyclopedia entries—Up, Down, Left, Right, Left, Right, Up, Down

SPIDER-MAN

Secret Codes
From the main menu, select "Specials," then select "Cheats" and enter any of the following codes. You'll hear the Green Goblin laugh each time you enter a correct code.
K O A L A—All "Combat Controls" enabled
I M I A R M A S—Unlock all stages in "Level Warp"
H E A D E X P L O D Y—Unlock "Pinhead Bowling" in Training menu
A R A C H N I D—Unlock all of the above + all "Gallery" items
O R G A N I C W E B B I N G—Unlimited web fluid
C H I L L O U T—Glider never overheats (when playing as Green Goblin)
R O M I T A S—Unlock "Next Level" option at the Paused menu
D O D G E T H I S—"Matrix" mode
S P I D E R B Y T E—Tiny Spidey
G O E S T O Y O U R H E A D—Big head + feet
U N D E R T H E M A S K—First-person view

SPLASHDOWN

Cheat Codes
At the Options menu, hold R2 and press Up, Up, Down, Down, Left, Right, Left, Right, □, ○, □, ○. A secret "Cheats" screen will appear where you can enter any of the following codes:
A l l O u t A I—Tougher opponents
H o b b i e—Easier opponents
I B e l i e v e—Race against a UFO in Time Trial
F 1 8—Race against an F-18 in Time Trial
A l l C h a r—Unlock all characters
F e s t i v a l—Unlock all Videos

SPLASHDOWN: RIDES GONE WILD

Cheat Codes
Choose "Options" from the main menu, then enter the following codes at the Options screen
Unlock all warehouse items—Up, Down, Up, Down, Left, Right, Left, Right, Left, Down, Right, Up, Right, Down, Left, Up
Earn 50,000 warehouse points—Up, Up, Down, Down, Left, Right, Left, Right, □, ○ (repeat as needed)

SPONGEBOB SQUAREPANTS BATTLE FOR BIKINI BOTTOM

Cheat Codes
At any time during gameplay, press the START button to pause, then hold L1 + L2 + R1 + R2 and enter any of the following codes:
Restore health—○, ○, ○, ○, □, ○, □, ○, □, □, □, □
Earn 1,000 Shiny Objects—□, ○, ○, □, □, ○, ○, ○, □
Earn 10 Gold Spatulas—○, □, □, ○, ○, □, □, ○
Earn the Bubble Bowl power-up—○, □, ○, □, ○, ○, □, □
Earn the Cruise Bubble power-up—□, ○, □, ○, □, □, ○, ○
Modified Cruise Bubble controls—○, ○, ○, □, □, ○, ○, □, ○, □, □
Increase value of Shiny Objects—□, ○, □, ○, ○, □, ○, ○, ○, □, □, □, □, ○, ○, □
Unlock all Monsters in Monster Gallery—○, □, ○, □, ○, □, ○
Open the Art Gallery—□, ○, □, ○, ○, □, ○, □
Expert mode—○, ○, ○, □, □, ○, ○, ○, □, ○, □, □, □, ○, □
Spongebob falls apart upon death—○, ○, ○, □, □, ○, □, ○, ○, ○, □
Invert left/right camera controls—□, ○, ○, ○, ○, □, □
Invert up/down camera controls—□, ○, ○, ○, ○, ○, ○, □
No pants—○, ○, ○, ○, □, ○, ○, □, ○, □, □, ○
Giant Plankton—□, □, □, □, ○, □, ○, □, ○, ○, ○, ○
Small villagers—□, □, □, □, □, ○, □, ○, □, ○, □, ○
Small co-stars—□, □, □, □, □, ○, □, ○, □, □, □, □
Villagers give shiny objects when hit—□, □, □, □, □, ○, ○, ○, □, ○, □
Villagers take shiny objects when near—□, □, □, □, □, ○, □, □, □, ○, ○
Villagers restore health when near—□, □, □, □, □, ○, ○, ○, □, □
Cheerleader villagers—□, □, □, □, □, ○, □, □, ○, ○, □

SPY HUNTER 2

Unlock All Missions and Weapons
At the main menu, press L1, R2, L2, R1, R1, L2, R2, L1.
Invincibility
At any time during gameplay, press START to pause the game, then press L1, L1, L1, R2, L1, R1, R1, L1, R2.

SSX3

Cheat Codes
From the main menu, press the □ button to access the Options menu. Select "Enter Cheat" and enter any of the following case-sensitive passcodes:
b i g g e r t h a n k 7—Unlock all peaks
d j s u p e r s t a r—Unlock all songs in playlist
s h o p p i n g s p r e e—Unlock all Peak 1 gear, items and accessories
g r a p h i c d e l i g h t—Unlock all special boards
p o s t n o b i l l s—Unlock all posters
n o g l u e r e q u i r e d—Unlock all toys
g o t i t g o t i t n e e d i t—Unlock all trading cards
m y e y e s a r e d i m—Unlock all videos
z e n m a s t e r—Unlock Brodi
w o r m—Unlock Eddie
b r o n c o—Unlock Luther
m i l k e m d a i s y—Unlock Cudmore
n o t s o s v e l t e—Unlock Sveite Luther
b a c k 2 f u t u r e—Unlock Marty
s l i c k s u i t—Unlock Hiro
w h e r e s y o u r t a i—Unlock Bunny San
w i n d m i l l d u n k—Unlock Stretch
c a l l h i m g e o r g e—Unlock Northwest Legend
b r o k e n l e g—Unlock Jurgen
b o n e y a r d r e j e c t—Unlock Gutless
t a n k e n g i n e—Unlock Churchill
g r e a t w h i t e n o r t h—Unlock Canhuck
f i n a l l y m a d e i t i n—Unlock Unknown Rider

SSX TRICKY

Play as Mix Master Mike
At the title screen, hold L1 + R1 and press ×, ×, Right, ×, ×, Down, ×, ×, Left, ×, ×, Up. You won't hear or see any special confirmation, but after starting a race with any character, you'll control Mix Master Mike during gameplay instead.
Elise's Secret Costume
At the title screen, hold L1 + R1 and press ×, ×, Right, ○, ○, Down, △, △, Left, □, □, Up. You won't hear or see any special confirmation, but after starting a race with Elise, she'll be wearing a special blue costume during gameplay.

STAR TREK: SHATTERED UNIVERSE

Cheat Codes
Enter any of the following codes at the main menu (the one that shows the bridge, with the *Shattered Universe* logo in the lower right corner of the screen):
All ships unlocked—L1, □, L1, □, R1, R1, ○, SELECT
All missions open—R1, L1, ○, □, L1, R1, △, SELECT
All medals and rank awarded—L1, R1, L1, ○, R1, △, L1, SELECT

Invincibility—L1, O, L1, R1, △, △, O, SELECT
Kobayashi Maru difficulty open—L1, △, L1, L1, □, △, R1, SELECT

STAR WARS: BOUNTY HUNTER

Secret Codes
Select "Options" from the main menu, then select "Code Setup" and enter any of the following codes. A special message will appear upon entry of a valid code.
MANDALORIANWAY—Unlock all Chapters
JANGOISBADDEST—Unlock all Dark Horse Com cs, Outtakes, Chapters and Levels
GO FISH—Unlock all TCG cards
R ARTISTS ROCK—Unlock all concept art

STAR WARS: JEDI STARFIGHTER

Secret Codes
At the main menu, select "Options," then select "Codes" and enter any of the following codes:
Q U E N T I N—Invincible mode
N O H U D—Turn off HUD
D I R E C T O R—Director mode
J A R J A R—Reverse flying controls
P N Y R C A D E—Unlock everything
M A G G I E—Display secret message

STAR WARS RACER REVENGE

Secret Cheats
First, set any kind of record so that the name entry screen appears after your session is over. It's easiest to just play the Time Trial mode on the first track until you beat a lap time of 00:59.51. At the name entry screen, enter "NO TIME" as your name. After entering it correctly, the words "Cheats Enabled!" will briefly appear on the screen. Now you can enter any of the following codes at the main menu. A special message and sound effect will confirm each entry.
All tracks unlocked—Hold L1 + L2 + R1 + R2 and quickly press Right, Left, Right, Left, O, □, O, □
All art galleries unlocked—Hold L1 + L2 + R1 + R2 and quickly press Right, □, Left, O, Down, X, Up, △
Hard mode—Hold L1 + L2 + R1 + R2 and press △

STAR WARS: STARFIGHTER

Secret Codes
At the main menu, select "Options," then select "Code Setup." Next, enter any of the following codes. Remember, in order to make use of the "Experimental N-1" code, you must first enter the "Unlock all regular missions" code
O V E R S E E R—Unlock all regular missions
A N D R E W—Unlock two-player missions
B L U E N S F—Unlock Experimental N-1
M I N I M E—Invincibility

STAR WARS: THE CLONE WARS

Secret Codes
At the main menu, select "Options," then "Bonuses," then "Codes." Enter any of the following codes, a special message will appear after entering each code correctly.
DARKSIDE—Invincibility
SUPERLASER—Unlimited ammo
GIMME—Unlock bonus objectives for current mission
DOORDONOT—Unlock next mission
JORG SACUL—Unlock all multiplayer maps
TRADEFED—Unlock Battle Droid in Academy
NATALIE—Unlock Amidala in Academy
12 PARSECS—Unlock all cutscenes

STARSKY & HUTCH

Unlock Everything
When creating a new profile, enter the name "VADKRAM" on your license plate to unlock all seasons and episodes in Story Mode as well as all Free Roam areas, TV Specials and Locker features.

STATE OF EMERGENCY

Cheat Codes
At any time during the game, press START to pause, then enter any of the following codes:
Unlock Spanky—Right, Right, Right, Right, △
Unlock Freak—Right, Right, Right, Right, O
Unlock Bull—Right, Right, Right, Right, X
Complete current mission (Revolution mode)—Left, Left, Left, Left, △
Invulnerable—L1, L2, R1, R2, X
Infinite time—L1, L2, R1, R2, O
Infinite ammo—L1, L2, R1, R2, △
Punches decapitate—L1, L2, R1, R2, □
Big player—R1, R2, L1, L2, △
Normal-size player—R1, R2, L1, L2, O
Little player—R1, R2, L1, L2, X
Looting on the rise—R1, L1, R2, L2, △
Rocket Launcher—Left, Right, Down, R1, X

STUNTMAN

Secret Codes
From the main menu, select "Stuntman Career," then select "New Game." Next, enter any of the following codes as your name to unlock the corresponding cheat. Remember, at the name entry screen, the flashing letter is not recognized by the game until you "lock it in." Make sure that the last letter in each code is not flashing before you press X.
M e F—Unlock all toys
s p i D E R—Unlock all cars
f e l l A—Unlock all stages

SUMMER HEAT BEACH VOLLEYBALL

Cheat Codes
Select "Options" from the main menu, then select "Game Settings" and enter the "Cheats" Menu Enter any of the following codes to activate a specific cheat. To turn off the cheat, simply re-enter the code at the "Cheats" Menu again.
PEEPS—Unlock all characters
80DAY—Unlock all locations
MAJOR—Unlock all mini games
MUSAK—Unlock all music videos
GAMON—Unlock all game videos
WERIT—Unlock all accessories
GREED—Unlock all costumes
MYPAD—Unlock all rooms in beach house
CHAMP—Unlock all difficulty modes
NAILS—Increased difficulty in Expert mode
WHINE—Hide player arrows
HOT 1—Sun ball
GOLEM—Nerd ball
MILKY—Coconut ball
SPACE—Low gravity mode
ZIPPY—High gravity mode
EXOSZ—Spinning head mode
MOUSE—Squarky mode
HORSE—Deep voice mode
HALEN—High jump
1HEAD—1st-person mode
BIRDS—Unlock bird's eye camera

SWAT: GLOBAL STRIKE TEAM

Cheat Code
Select "Campaign" from the main menu, select a profile, then choose "Select Mission." Now press Up, L1, Down, R1, Left, L1, Right, R1, Up to unlock all Single-Player Campaign and Co-op Campaign missions.

TAK AND THE POWER OF JUJU

Cheat Codes
At any time during gameplay, pause the game and enter the following codes:
Earn all Juju Powers—Up, Right, Left, Down, △, O, □, Down
Max. Nubu Plants—□, △, O, Left, Up, Right, Down, Down
Max. Moonstones—△, △, □, □, O, O, Left, Right
Max. Yorbels—Up, △, Left, □, Right, O, Down, Up
Max. Feathers—□, △, O, □, △, O, □, △
Unlock all bonus features—Left, Right, □, □, O, O, Left, Right

TEENAGE MUTANT NINJA TURTLES

Cheat Codes
Choose "Options" from the main menu, then select "Password" and enter these codes:
D R L D S—Stronger Donatello
R D S R L—Stronger Raphael
M S R M M—Stronger Michelangelo
L M L S D—Stronger Leonardo
S S S M R—Donatello takes less damage
L R M D S—Raphael takes less damage
M R R M L—Michelangelo takes less damage
M R L L M—Leonardo takes less damage
D D S M S—Donatello's alternate costume
D M D M L—Raphael's alternate costume
R R L M D—Michelangelo's alternate costume
L D M S R—Leonardo's alternate costume
D R D S S—Michelangelo gains unlimited explosive shuriken and recovery items are increased
S M R D M—Leonardo gains unlimited shuriken
M S R L S—Unlock Splinter in Story mode
L S D R M—Unlock Playmates Toy Database
S M M R S—Funny sound effects
Funny Walking Sound
At the title screen—when the words "Press Start Button" appear—press Up, Up, Down, Down, Left, Right, Left, Right, X, O. You will hear the Ninja Turtles say "Yeah!" to confirm the code. Now the Turtles' feet will make funny sounds when they walk

TERMINATOR 3: RISE OF THE MACHINES

Cheat Codes
Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:
□□X△XOXO—Invincibility
X△△△XOX□—Unlimited ammunition
OO△□X△△□—All weapons (present)
XXX△OO□X—All weapons (future)
OOO□□□XX—Unlock *Missile Command* game in Special Features menu
OOO□□□△□—Unlock *Centipede* game in Special Features menu
OOOO□□△△—Unlock all levels
XX△△OO□□—Unlock all exclusive movies
△O□XXX△O—Unlock all in-game movies
X□X□O△O△—Unlock all stills
O△OX□△XO—Unlimited continues
X△□O△X□△—T-X has 50% less HP in every fight
△OX△_____—Terminator has 50% less HP in every fight
□△□△OXO X—T-X has 50% more HP in every fight
△△□XO△□O—Terminator has 50% more HP in every fight

TIGER WOODS PGA TOUR 2004

Passwords
Choose "Options" from the main menu, then select "Password" and enter any of the following codes:
THEKITCHENSINK—Unlock all golfers and courses
SHERWOOD TARGET—Unlock Target World Challenge at Game Modes menu
YJHk342B—Unlock all Nike sponsorship items for purchase
91treSTR—Unlock all Adidas sponsorship items for purchase
cgTR78qw—Unlock all Callaway Golf sponsorship items for purchase
CL45etUB—Unlock all Cleveland Golf sponsorship items for purchase
FDGH597i—Unlock all Maxfli sponsorship items for purchase
kjnMR3qv—Unlock all Odyssey Golf sponsorship items for purchase
R453DTe—Unlock all PING sponsorship items for purchase
BRi3498Z—Unlock all Precept sponsorship items for purchase
cDsa2fgY—Unlock all TAG Heuer sponsorship items for purchase
T5345329—Unlock all TourStage sponsorship items for purchase

TOMB RAIDER: THE ANGEL OF DARKNESS

Stage Select
At any time during the game, press START to pause, then press and hold L1 + R2 + Down + △ simultaneously. Release the buttons, then immediately press O, Up, □, △, Right, Down as quickly as possible. If you've entered the code correctly, you'll see two new options at the Paused menu which will allow you to skip the current level or warp directly to any level in the game.

TONY HAWK'S PRO SKATER 4

Cheat Codes
Select "Cheat Codes" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Paused" menu.
h o m i e l i s t—Unlock Eddie, Jango Fett and Mike Valley
(o) (o)—Unlock Daisy
d o a s u p e r—Always Special
s s b s t s—Perfect Rail
m u l l e n p o w e r—Perfect Manual
s u p e r f l y—Moon Gravity
n o s p o o n—Matrix Mode
w a t c h _ m e _ x p l o d e—Unlock all characters, stages and cheats

TONY HAWK'S UNDERGROUND

Cheat Codes
Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. After entering a code, start a game, then pause and select "Cheats" from the in-game Options menu to toggle the code on or off.
g e t i t u p—Moon gravity
k e e p i t s t e a d y—Perfect manual
l e t i t s l i d e—Perfect rail
d i g i v i d—Unlock all THUG movies

TRANSWORLD SURF

Cheat Codes
Enter the following codes at any time during the game (not while paused); you'll hear a sound effect to confirm each code. Note: The codes marked with an asterisk (*) will not work unless you enter the "Enable Cheats" code first.
Enable cheats—SELECT, Up, Down, L2, Left, Right, L2
Complete all goals in current location (Pro Tour mode)—SELECT, Up, Left, L1, Up, Left, L1
Unlock all levels in all game modes (note: must be entered in Pro Tour mode)—SELECT, Down, Right, Left, L1, Down, Right, Left, L1
Camera cheat (Free Surf mode only; use analog sticks to change camera angle)—SELECT, Right, Left, Down, Up, L1
Toggle HUD screen display on/off—SELECT, Up, Down, Left, Right, Up, Right
*Invisible surfer—SELECT, Up, Down, Left, Right, Left, Up
*Invisible surfboard—SELECT, Up, Down, Left, Right, Left, Down
*Surf on a shark—SELECT, Up, Down, Left, Right, Right, Down
*Fast paddle (press the right analog joystick Up)—SELECT, Up, Down, Left, Right, Down, Down
*Max. Trick Meter—SELECT, Up, Down, Left, Right, Down, Up
*Perfect balance during floaters—SELECT, Up, Down, Left, Right, Right, Left
Disable all "*" cheats—SELECT, SELECT, SELECT, SELECT

TRUE CRIME: STREETS OF L.A.

Unlock All Upgrades
During gameplay, press START to pause and enter the City Map screen (you must be outside). Press Up, Right, Down, Left, Up, X. You will hear a confirmation sound if entered correctly. All cars, driving maneuvers, guns, gun upgrades, attacks and grapples will be unlocked. Note that all Bonus Missions will be unavailable after entering the code.
Change Car Mass
While driving, press START to pause and enter the City Map screen. Enter the following codes to either decrease or increase the car's mass:
Decrease car mass—Down, Down, Down, X
Increase car mass—Up, Up, Up, X
Unlock Snoop Dogg Missions
During gameplay, press START to pause and enter the City Map screen (you must be outside). Press R1, L1, Up, Right, Left, Down, L3, R3, X, □, O, △. You will hear a confirmation sound if entered correctly. Save and exit out of the game. Load the saved game and enter the Mission select screen. Select the Snoop Dogg missions by choosing the Snoop Dogg head icon.

WILD WILD RACING

Unlock Secret Options
From the main menu, select "Options." Next, hold □ and press Up, O, Down, O, Left, Right, Left, Right, O. A new "Secret" menu item will appear at the bottom of the Options menu
Unlock Top Secret Options
First, enter the "Unlock Secret Options" code above. Next, go back to the main menu and select "Single Player," then input "NORTHEND" at the "Enter Your Name" screen. You'll hear a special message if you entered it correctly. Finally, return to the "Secret" options and another new item will appear called "Top Secret!"

WORLD TOUR SOCCER 2003

Cheat Codes
Enter any of the following codes at the Mode Select screen:
Change crowd noise to farm animals—L1, L1, R2, Up, Down, Right
Speed up audio commentary—L2, R2, R1, R2, L2, R2
Unlock ending credits—L2, L1, L1, L2, L2, L2
Max. skills for custom teams—Up, Up, R1, L2, Up, L1
Unlimited cash for all season games—Right, Right, Left, Up, Up, Up

WRATH UNLEASHED

Secret Codes
Enter the following codes at the title screen (where the words "Press Start Button" appear); you'll hear a sound and the screen will flash to confirm each time you enter a code correctly:
Large Characters on Map—Left, □, Up, O, Right, △, Down, △
Increase Health and Speed in Versus/Team Fighter Mode—Down, Down, Down, Left, Left, Right, Down, Up, Up, Up, Up, Right, Left, □

X-MEN: NEXT DIMENSION

Unlock Characters & Costumes
At the main menu, hold L1 and press Right, Right, Left, Left, Down, Up, O. A message will confirm that you have unlocked seven characters and three new costume sets for 24 characters.

GameCube tips

1080° AVALANCHE
Avalanche Codes
Choose "Options" from the main menu, then select "Enter an Avalanche Code" and enter any of the following codes:
J A S 3 I K R R—Sub-Zero Assault: Spinal Damage (Novice Match Challenge)
2 A U N I K F S—Sub-Zero Assault: Ballistic (Hard Match Challenge)
E A T F I K R M—Avalanche Alley: No Way Out (Expert Match Challenge)
9 A V V I K N Y—Avalanche Alley: Outway Knoll (Extreme Match Challenge)

ATV: QUAD POWER RACING 2
Cheat Codes
Enter the following codes in the "Name Your Rider" screen when creating a new profile. A confirmation message will appear each time you enter a code correctly.
B U B B A—Unlock all riders
G E N E R A L L E E—Unlock all vehicles
R O A D K I L L—Unlock all tracks
R E D R O O S T E R—Unlock all championships
D O U B L E B A R R E L—Unlock all challenges
F I D D L E R S E L B O W—Max. skill level
G I N G H A M—Max. stats

BALDUR'S GATE: DARK ALLIANCE
Play as Drizzt Do'Urden
At the character select screen, hold L + R + Y and press A. You won't see or hear any special indication that the code worked until you begin your game.
Level Warp & Invincibility
At any time during gameplay, hold L + R + Left + Y and press **START**. After entering the code correctly, a special menu will appear

BATMAN: RISE OF SIN TZU
Cheat Codes
At the main title screen (when the words "Press Start" appear), hold L + R and enter any of the following codes. A confirmation message will appear upon entering a correct code. If you enter the same code again, the cheat will be deactivated.
Unlimited health—**Up, Right, Up, Left, Down, Left, Down, Right**
Unlimited combo meter—**Left, Right, Down, Up, Up, Down, Right, Left**
All upgrades—**Down, Up, Down, Left, Down, Right, Up, Down**
All end-game rewards—**Left, Down, Left, Right, Left, Left, Down, Right**
Dark Knight difficulty level—**Right, Up, Up, Right, Left, Down, Right, Up**

BEACH SPIKERS: VIRTUA BEACH VOLLEYBALL
Secret Codes
Choose "World Tour" from the main menu and start a new game. At the "Team Edit" menu, enter any of the following names in the "Name" box to unlock secret hair styles, face types and uniforms. Note: After entering a code correctly, you'll hear a chime and the code will not be registered as your character name
J U S T I C E—Sunglasses 94, Uniform 105 and 106 (*Virtua Cop*)
D A Y T O N A—Uniform 107 and 108 (*Daytona USA*)
F V I P E R S—Hair Style 75, Face Type 51, Uniform 109 and 110 (Candy/Honey from *Fighting Vipers*)
A R A K A T A—Hair Style 76, Face Type 52, Uniform 111, 112 and 113 (Ulala from *Space Channel 5*)
P H A N T A 2—Hair Style 77, Face Type 53, Uniform 114 and 115 (Nei from *Phantasy Star II*)
O H T O R I I—Uniform 116 and 117 (Sega logo)

BLOOD OMEN 2
Cheat Code
At the main menu, press **Z, R, L, B, X, Y**. You'll hear a special sound effect to confirm. When you start a new game, you'll have the Soul Reaver and Iron Armor

BLOODRAYNE
Secret Codes
From the main menu, select "Options," then select "Enter Cheat" and enter any of the following codes. You can also access the Cheats menu from the Pause menu. All of the cheats except the first one must be toggled on by accessing the Cheats menu in this way after entry
ON THE LEVEL Enable level select
TRI ASSASSIN DONT DIE—Unlock God Mode
LAME YANKEE DONT FEED—Unlock Restore Health
ANGRY XXX INSANE HOOKER—Unlock Fill Bloodlust
NAKED NASTY DISHWASHER DANCE—Unlock Time Factor parameter
DONT FART ON OSCAR—Unlock Enemies parameter
SHOW ME MY WEAPONS—Unlock Show Weapons on Body
INSANE CIBS MODE GOOD—Unlock Gratuitous Dismemberment
JUGGY DANCE SQUAD—Unlock Juggy Mode

CONFLICT DESERT STORM II BACK TO BAGHDAD
Cheat Code
At the main menu, press **Z, Z, Y, Y, X, X, B, B, START, START**. A new "Cheats" option will appear in the Options menu.
Crazy Taxi
Secret Bicycle
To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen:
Hold **L**, hold **R**, release **L**, release **R**
Hold **R**, hold **L**, release **R**, release **L**
When you lock in your character with the **A** button, you'll hear a bicycle bell to confirm that the code has been entered correctly.
Another Day
Use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release **R** once, then hold down **R** and press **A**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

DAVE MIRRA FREESTYLE BMX 2
Cheat Codes
Enter any of the following codes at the main menu (use the D-pad for all directional commands):
Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, B**
Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, B**
Unlock secret pieces in Park Editor—**Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, B**
Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, B**

DEF JAM VENDETTA
Unlock Characters
At the main menu, select Battle mode and choose any match type. At the character select screen, hold L + R + Z and enter any of the following codes. The codes must be entered quickly as soon as you hold L + R + Z.
Arii—A, Y, B, X, Y
Briggs Alternate Costume—A, B, X, Y, X
Carla—A, Y, A, A, A
Chukklez—Y, Y, B, A, X
Cruz—X, B, A, A, X
D-Mob—Y, B, Y, A, X
D-Mob Alternate Costume—Y, Y, B, Y, Y
Dan G—A, X, A, X, Y
Deebo—X, X, A, A, B
Deja—X, Y, X, X, A
DMX—X, A, X, B, Y
Drake—A, B, B, X, X
Funkmaster Flex—X, B, X, X, Y
Headache—B, B, B, Y, X
House—B, A, B, X, A
Iceberg—Y, B, X, Y, X
Ludacris—X, X, X, Y, B
Manny Alternate Costume—X, Y, X, Y, X
Masa—A, X, B, Y, Y
Method Man—Y, X, A, B, X
Moses—B, B, Y, Y, A
N.O.R.E.—X, Y, B, A, X
Nyne—Y, X, A, A, B
Omar—X, X, Y, B, B
Opal—X, X, Y, Y, B
Peewee—A, A, Y, B, Y
Peewee Alternate Costume—A, B, B, Y, X
Penny—A, A, A, B, X
Pockets—B, Y, X, Y, A
Proof Alternate Costume—A, Y, B, Y, X
Razor—B, Y, B, X, A
Razor Alternate Costume—Y, X, A, B, B
Redman—X, X, B, Y, A
Ruffneck—A, Y, A, B, X
Ruffneck Alternate Costume—Y, X, B, A, Y
Scarface—X, Y, A, B, Y
Sketch—B, B, X, Y, A
Snowman—B, B, A, A, X
Spider Alternate Costume—Y, B, A, Y, X
Steel—A, B, X, X, B
T'ai—X, X, Y, A, X
Tank Alternate Costume—B, Y, X, A, A
Zaheer—B, B, Y, A, A
Unlock Stages
At the "Choose Stage" screen in Battle mode, hold L + R + Z and enter any of the following codes. The codes must be entered quickly as soon as you hold L + R + Z. If entered correctly, you will hear a confirmation sound.
The Warehouse—A, A, Y, A, Y
Grimeyville—Y, Y, Y, A, Y
Club Luda—X, B, Y, A, Y
The Dragon House—B, A, Y, A, X
The Junkyard—A, Y, Y, A, B
The Face Club After Hours—Y, A, Y, Y, X
Def Jam—X, A, Y, A, B
Def Jam Vendetta—B, X, A, Y, Y
The Bounty Club—A, Y, Y, X, X

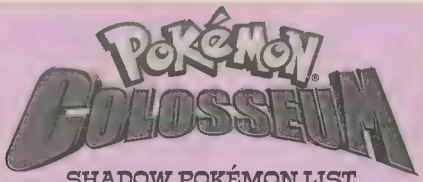
DIE HARD: VENDETTA
Cheat Codes
Enter the following codes at the main menu; a confirmation message will appear each time you enter a code correctly. Note that the game keeps track of the last button you pressed and may confuse the order in which you press them, so it's a good idea to enter the game and then exit to the main menu before entering each code.
Invulnerable—L, R, L, R, L, R, L, R
All Levels Unlocked—X, Y, Z, Z, X, Y, Z, Z
Infinite Hero Time—B, X, Y, Z, L, R
Liquid Metal—B, Y, X, B, Y, X
Big Heads—R, R, L, R
Pin Heads—L, L, R, L
Flame On—B, X, Y, B, X, Y
Exploding Fist—B, X, R, R
Hot Hands—X, B, Y, L, L
Kamikaze—L, R, Z, Y, B

DISNEY SPORTS SOCCER
Unlimited Magic
At the title screen press **Y, Y, Y, Y, Y, B, A, Y**. You will hear a confirmation sound if the code is entered correctly. You will now have unlimited magic for any pair of magic shoes.

DISNEY'S EXTREME SKATE ADVENTURE
Cheat Codes
Select "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes.
e n t o u r a g e—Unlock all characters
a m b a s s a d o r—Unlock all stages
t r e n d y t r i c k s t e r—Unlock all items in Create-a-Skater menu
i n t h e z o n e—Special meter always full
s a v a n n a h—Unlock *Lion King* movie
m a r i n—Unlock *Toy Story* movie
n u g g e t s—Unlock *Tarzan* movie

DR. MUTO
Cheat Codes
Select "Cheats" from the Options menu and enter any of the following codes:
T I N K E R T O Y—Every gadget
C H E A T E R B O Y—Never take damage
N E C R O S C I—Invincibility
E U R E K A—Unlock every morph
B E A M M E U P—Go anywhere
L O G G L O G G—Secret morphs
H O T T I C K E T—See movies
B U Z Z O F F—Super ending

ENTER THE MATRIX
Cheat Codes
Select "Hacking" from the main menu. (You must have a previously saved game on your memory card to access the Hacking option.)



SHADOW POKÉMON LIST

from page 4

Snag List	Location	Trainer	Move Recalled When Purified
Absol	Tower Colosseum	Rider Delan	Perish Song
Aipom	Laboratory	Cipher Peon Cole	Baton Pass
Ariados	Laboratory	Cipher Peon Lesar	Spider Web
Bayleef	Phenac City	Mystery Troop Verde	Sunny Day
Croconaw	Phenac City	Mystery Troop Bluno	Rain Dance
Delibird	Realgam Tower	Cipher Peon Arton	Blizzard
Dunsparce	Pyrite Cave	Rider Sosh	Spite
Entei	Mt. Battle	Cipher Admin Dakim	Sunny Day
Flaaffy	Pyrite Town	St. Performer Diogo	Thunderbolt
Forretress	Laboratory	Cipher Peon Vana	Explosion
Furret	Pyrite Town	Rogue Cail	Iron Tail
Gligar	The Under Subway	Hunter Frena	Faint Attack

At the "A:\>" prompt, enter "CHEAT.EXE" and hit the "Return" button; a message will confirm that you are in cheat mode. To enter each of the following codes, you must input "CHEAT" and a space, then the cheat code (e.g. "CHEAT 0034AFFF") followed by a Return, or you can simply select "CHEAT" from the Command List menu, then enter the code and hit Return. A message will appear to confirm each time you enter a code correctly.

0 0 3 4 A F F F—All weapons unlocked
1 D D F 2 5 5 6—Infinite ammo
6 9 E 5 D 9 E 4—Infinite Focus
7 F 4 D F 4 5 1—Infinite health
1 3 D 2 C 7 7 F—Unlock Bonus Test Level
F F F F F F F 1—Invisibility (enemies can't see you)
D 5 C 5 5 D 1 E—Multiplayer Fighting
7 8 6 7 F 4 4 3—Faster *Logos* Flight Speed

EVOLUTION SKATEBOARDING

Secret Characters

At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, X.** At the character-select screen, highlight any character and press the **X** button to select a different hidden character at each one

Unlock All Stages

At the title screen, press **L, R, Left, Right, Left, Right, Left, Right, Down, Down, Up, Up, Down, Up.** All of the game's stages will now be unlocked.

EXTREME G III

Secret Cheats

At the "Press Start" screen or the main menu, enter any of the following codes. A special message will appear after entering a code correctly.

Infinite shield—L + R, Z, L + R, Z
Infinite ammunition—L, R, L, R, L + R, Z
All tracks unlocked—L, L, R, R, Z, Z, L + R + Z
Win the next race—L + R + Z, L + R, Z, L + R + Z
Double prize money—L, R, Z, L, R, Z, L + R
Extreme lap challenge—L, R, L, R, L, R, Z, L + R

F-ZERO GX

Unlock Extra Soundtrack

Enter the "Customize" menu and select "F-Zero Shop," then press **Z, Left, Right, Left, Z, Y, X, Z, Left, Right, Left, Right, Z, X, Z, X, Z,** you'll hear a confirmation sound. Now enter "Items" and you'll see a new soundtrack called "Sounds of Big Blue" available for purchase

FINDING NEMO

Secret Cheats

Enter any of the following codes at the title screen. If entered correctly, you will hear a confirmation sound and the word "Cheat!" will appear. You can then toggle the cheats on and off at the pause menu during gameplay.

Level select—Y, Y, Y, B, B, X, B, Y, X, B, Y, B, Y, B, Y, X, Y, Y
Invincibility—Y, B, B, X, X, X, Y, Y, B, B, X, X, X, B, Y, X, X, X, B, X, Y, X, X, B, X, X, Y, X, B, X, X, Y, X, B, X, X, Y, X, B, X, X, X, Y
Reward level—Y, B, X, X, B, Y, Y, B, X, X, B, Y, Y, X, B, Y, B, X, X, B, Y
Credits—Y, B, X, Y, Y, B, X, Y, B, X, Y, B, B, X, Y, B, X, Y, B, X, X, Y, B, X

FREAKY FLYERS

Unlock Everything

At the Profile Select screen, select "New" and enter the name "ZENBU" to unlock all characters, levels, mini-games and specials.

FREEKSTYLE

Secret Codes

Choose "Options" from the main menu, then select "Enter Codes" and enter any of the following codes:

A L L F R E E K—Always be in freekout mode
H E L M E T—Rider wears a helmet
F T A I L—Flames come out of your rear wheel
W T C H K P R S—Blurry rainbow-colored graphics
C O O L D U D E—Unlock Clifford Adoptante
G I M E G R E G—Unlock Greg Albertyn
B L O N D I E—Unlock Jessica Patterson
T O U G H G U Y—Unlock Mike Jones
E Y E D R O P S—Unlock Bloodshot bike for Mike Metzger
B R R R R R A P—Unlock Rock of Ages bike for Mike Metzger
S E V E N T W O—Unlock Rhino Rage bike for Mike Metzger
W H A T E V E R—Unlock Mulisha Man bike for Brian Deegan
H E D B A N G R—Unlock Heavy Metal bike for Brian Deegan
W H O Z A S K N—Unlock Dominator bike for Brian Deegan
O V E N M I T T—Unlock Hot Stuff bike for Leeann Tweeden
S T Y L I N—Unlock Trend Setter bike for Leeann Tweeden
G O O D L O O K—Unlock Seducer bike for Leeann Tweeden
H E R E I A M—Unlock Amore bike for Stefy Bau
S P A R K L E S—Unlock Disco Tech bike for Stefy Bau
T W O N E O N E—Unlock 211 bike for Stefy Bau
S U P D U D E—Unlock Gone Tiki bike for Clifford Adoptante
G O F L O B R O—Unlock Island Spirit bike for Clifford Adoptante
S T O K E D—Unlock Hang Loose bike for Clifford Adoptante
K I C K B U T T—Unlock Beater bike for Mike Jones
H O R N S—Unlock Lil' Demon bike for Mike Jones
P L U N G E R—Unlock Flushed bike for Mike Jones
H E K A C O O L—Unlock Speedy bike for Jessica Patterson
L I G H T N I N—Unlock Charged Up bike for Jessica Patterson
T O N B O Y—Unlock Racer Girl bike for Jessica Patterson
A L L S H O O K—Unlock The King bike for Greg Albertyn
P A T R I O T—Unlock National Pride bike for Greg Albertyn
N U M B E R 1—Unlock Champion bike for Greg Albertyn
H E L L O O O—Unlock Ecko MX gear for Mike Metzger
B O D Y A R T—Unlock All Tatted Up gear for Mike Metzger
R I P P E D—Unlock Muscle Bound gear for Brian Deegan
S O L D I E R—Unlock Commander gear for Brian Deegan
T H N K P I N K—Unlock Fun Lovin' gear for Leeann Tweeden
S P I C Y—Unlock Red Hot gear for Leeann Tweeden
K I D S G A M E—Unlock Playing Jax gear for Stefy Bau
I N V A S I O N—Unlock UFO Racer gear for Stefy Bau
W I N G S—Unlock Tiki gear for Clifford Adoptante
N O S L E E V E—Unlock Tankin' It gear for Clifford Adoptante
B A B Y B L U E—Unlock Blue Collar gear for Mike Jones
B O X C A R S—Unlock High Roller gear for Mike Jones
L A Y E R S—Unlock Warming Up gear for Jessica Patterson
N O T 2 G R L Y—Unlock Hoodie Style gear for Jessica Patterson
I L O O K G U D—Unlock Sharp Dresser gear for Greg Albertyn
C O M E T—Unlock Star Rider gear for Greg Albertyn

GAUNTLET: DARK LEGACY

Secret Codes

Enter any of the following codes at the "Enter your name" screen that appears whenever you start a new game.

A L L F U L—Start with 9 keys and 9 potions
1 0 0 0 0 K—Start with 10,000 gold

GO! GO! HYPERGRIND

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter the following codes:

O P E N S E S A M E—Unlock all stages
D E C K C O L L E C T O R—Unlock all boards
P R E T T Y B O A R D S—Unlock all board designs
N E E D M O R E S P E E D—Unlock all wheel designs
C O O L D U D E S—Unlock all figures
M O V I E F R E A K—Unlock all movies
T O N S O F J U N K—Unlock all gear
N O T P I C A S S O—Unlock all gallery items
M A N U A L M A S T E R—Perfect manual balance cheat
L I P G R I P P E R—Perfect lip balance cheat
P R O G R I N D E R—Perfect grind balance cheat
R U B B E R N E C K E R—Super spin cheat
A U T O R E A C T I O N—Perfect reaction cheat
S T A B I L I Z E R—All balance cheat
B U T I E A N D B E A S T—Unlock Vert and Kevin (Note: To use Kevin, highlight Vert and hold L + R, then press A)
P A N D O R A S B O X—Unlock all of the above items

GOBLIN COMMANDER: UNLEASH THE HORDE

Cheat Codes

At any point in the game, hold **L + R + Y + Down** for three seconds; you should see a message on the screen indicating that the cheat mode has been turned on. Now you can enter any of the following codes:

Access all levels—Y, Y, Y, L, R, L, L, R, L, R, R, L, R, L, R, L, R, L, L, L, R, L, Y, R
Auto-win—R, R, L, L, L, R, R, Y, Y, Y
Gold + 100—L, R, R, R, R, L, Y, L, L, L
Souls + 100—R, L, L, L, L, R, Y, R, R, R
1,000 Gold & Souls—R, R, L, R, L, R, R, Y, Y, Y, L, L
Fog of War—R, L, R, R, L, L, Y, Y, L, R
50% game speed—L, L, L, L, L, Y, Y, Y, Y, R
200% game speed—R, R, R, R, R, L, Y, R, R, R

GODZILLA: DESTROY ALL MONSTERS MELEE

Cheat Codes

At the main menu, hold **L**, then **B**, then **R**, then release **B**, release **R**, then release **L**. A cheat code prompt will appear where you can enter any of the following codes:

4 8 0 1 4 8—Unlock all cities
6 9 6 9 2 4—Unlock all monsters except Orga
2 0 2 4 1 2—Unlock Orga
7 6 0 6 1 1—11 Continues in Adventure Mode
7 5 6 2 8 7—All objects are throwable
1 1 2 1 2 2—All objects are indestructible
4 9 2 8 7 7—Health regenerates for Player 1
6 4 9 6 4 0—Unlimited Rage for Player 1
1 2 2 2 2 4—Unlimited Rage for Player 2
5 4 8 0 5 3—Unlimited Rage for Player 3
4 5 1 2 4 2—Unlimited Rage for Player 4
6 7 7 2 5 1—Unlimited Energy for Player 1
4 3 5 9 7 6—Unlimited Energy for Player 2
6 0 3 6 9 6—Unlimited Energy for Player 3
2 9 1 6 8 0—Unlimited Energy for Player 4
8 4 3 9 0 1—Invincibility for Player 1
7 0 6 1 4 9—Invincibility for Player 2
1 8 8 5 2 2—Invincibility for Player 3
2 8 6 5 5 2—Invincibility for Player 4
5 0 5 6 3 4—Invincibility (all players)
5 1 1 0 1 2—Stronger attacks for Player 1
8 1 5 4 8 0—Stronger attacks for Player 2
2 1 2 4 5 4—Stronger attacks for Player 3
2 8 6 5 5 2—Stronger attacks for Player 4
8 1 7 6 8 3—Stronger attacks (all players)
9 8 6 8 7 5—Smaller monsters for Player 1
9 7 1 9 3 4—Smaller monsters for Player 2
8 9 5 6 3 6—Smaller monsters for Player 3
7 9 5 7 3 5—Smaller monsters for Player 4
1 7 4 2 0 4—Smaller monsters (all players)
3 1 6 0 2 2—Invisible monsters
4 4 3 2 5 3—Hide all in-game interface graphics
5 6 7 9 8 0—Black and white film mode
6 6 1 3 3 4—Shift color hue
1 7 6 5 4 2—Watch credits

GROOVERIDER: SLOT CAR THUNDER

Cheat Codes

Choose "Single Player" from the main menu, then select "Time Trial" and earn a record time on any track. When the "Please Enter Your Name" menu appears, enter your name as "MARK" and return to the main menu. Now select "Options" and you'll find that the "Cheats" option has been unlocked. At the cheats menu, you can change the car speed, select "Unlock Championships" to unlock everything in the game or toggle the "Ghost" option to disable the game's collision detection (doesn't work in Time Trial mode).

See the Credits

Earn a record time in Time Trial mode as described above, then enter your name as "BGM" to see the game's credits.

THE HAUNTED MANSION

Cheat Codes

Enter the following codes at any time during gameplay (not while paused):

Invincibility—Hold **Right** on the D-pad and press **B, X, X, X, B, X, Y, A**
Weapon upgrade—Hold **Right** on the D-pad and press **B, B, Y, Y, X, X, X, A**
Unlock "Level Select" option at the Pause menu—Hold **Right** on the D-pad and press **X, X, B, Y, Y, B, X, A**

Invisible Zeke

After the Gamecube logo disappears, press **L + R + A + B** and hold them down until the copyright screen has disappeared. After starting a game, Zeke will now be invisible.

Skeleton Zeke

After the Gamecube logo disappears, press **A + B + Y + X** and hold them down until the copyright screen has disappeared. After starting a game, Zeke will now be a skeleton.

HULK

Cheat Codes

Choose "Options" from the main menu, then select "Code Input" and enter any of the following codes to unlock various features. The effects of the codes must be toggled on after entry by accessing the "Cheats" menu under "Special Features."

G M M S K I N—Unlock "Invulnerability" cheat
F L S H W N D—Unlock "Regenerator" cheat
A N G M N G T—Unlock "Full Rage Meter" cheat
G R N C H T R—Unlock "Unlimited Continues" cheat
H L T H D S E—Unlock "Double Hulk's HP" cheat
B R N G I T N—Unlock "Double All Enemies HP" cheat
M M M Y H L P—Unlock "Half All Enemies HP" cheat
F S T O F R Y—Unlock "Wicked punch" cheat
B R C E S T N—Unlock "Puzzle Solved" cheat
N M B T H I H—Unlock "Reset High Score" cheat
T R U B L V R—Unlock "All levels" cheat

Additional Cheats

The following codes can only be entered at a "Universal Code Input" terminal within the game; the first one is located in the "Infiltration" stage.

Snag List	Location	Trainer	Move Recalled When Purified
Granbull	Laboratory	Cipher Peon Tanie	Bite
Heracross	Realgam Tower	Cipher Peon Dioge	Reversal
Hitmontop	Agate Village	Cipher Peon Skrub	Agility
Houndoom	Tower Colosseum	Cipher Peon Nella	Faint Attack
Ledian	The Under	Cipher Peon Kloak	Baton Pass
Makuhita	Mayor's House	Mirror B. Peon Trudly	Foresight
Mantine	Pyrite Building	Mirror B. Peon Ferma	Wing Attack
Meditite	Pyrite Cave	Rider Twan	Detect
Metagross	Tower Colosseum	Cipher Nascour	Hyper Beam
Miltank	Tower Colosseum	Bodybuilder Jomas	Milk Drink
Misdreavus	Pyrite Town	Rider Vant	Psybeam
Murkrow	Laboratory	Cipher Peon Lare	Faint Attack

Snag List	Location	Trainer	Move Recalled When Purified
Noctowl	Pyrite Town	Rider Nover	Mirror Move
Piloswine	The Under Subway	Bodybuilder Lonia	Endure
Quagsire	Pyrite Town	Bandana Guy Divel	Mud Shot
Quilava	Phenac City	Mystery Troop Rosso	Sunny Day
Qwilfish	Pyrite Town	Hunter Doken	Pin Missile
Raikou	Laboratory	Cipher Admin Ein	Rain Dance
Remoraid	Pyrite Building	Mirror B. Peon Reath	Bubblebeam
Shuckle	Deep Colosseum	Deep King Agnol	Safeguard
Skarmory	Realgam Tower	Snagem Head Gonzap	Drill Peck
Skiploom	Pyrite Town	Rider Leba	Synthesis
Slugma	Pyrite Town	Roller Boy Lon	Sunny Day
Smeargle	Snagem Hideout	Team Snagem Biden	Sketch

J A N I T O R—Unlock "Gray Hulk" cheat
S A N F R A N—Unlock "Hulk Transformed" in Movie Art
P I T B U L L—Unlock "Hulk vs. Hulk Dogs" in Movie Art
F I F T E E N—Unlock "Desert Battle" in Movie Art
N A N O M E D—Unlock "Hulk Movie F/X" in Hulk Unleashed

I-NINJA

Cheat Codes
At any time during gameplay, press **START** to pause the game and enter any of the following codes.
Sword upgrade—Hold **L + R** and press **X, B, X, Y, Y, B, X, B**
Complete current mission—Hold **R** and press **B, B, B, X**, release **R**, hold **L** and press **Y, Y**; release **L**, hold **R** and press **B, B** (Note: This code will only work during normal missions; it can't be used in "Collect the Red Coins" or "Find All the Enemies" missions)
Big head mode—Hold **R** and press **Y, Y, Y, Y**; release **R**, hold **L** and press **Y, Y**; release **L**, hold **L + R** and press **Y, X, Y**

KELLY SLATER'S PRO SURFER

Secret Codes
Choose "Extras" from the main menu, then select "Cheats" and enter any of the following codes:
7 1 4 5 5 8 0 9 2—Mega cheat
6 1 9 5 5 4 1 4 1—All boards
3 2 8 5 5 4 4 9 7—All levels
9 4 9 5 5 6 7 9 9—All surfers
7 0 2 5 5 5 2 9 1 8—All suits
6 2 6 5 5 6 0 4 3—All tricks
2 1 2 5 5 5 1 7 7 6—Max. stats
2 1 3 5 5 5 5 7 2 1—Perfect balance
2 1 7 5 5 5 0 2 1 7—High jumps
8 7 7 5 5 3 8 2 5—1st-person view
8 1 8 5 5 5 1 4 4 7—Trippy graphics

LEGENDS OF WRESTLING

Unlock All Wrestlers
At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X**. A message will appear on the screen to confirm the code

THE LORD OF THE RINGS: THE TWO TOWERS

Secret Codes
At any time during the game, press the **START** button to pause, then enter any of the following codes. Use the D-pad to enter the directional commands
Restore health—Hold **L + R** and press **Y, Down, A, Up**
Restore missiles—Hold **L + R** and press **A, Down, Y, Up**
All Level 2 upgrades—Hold **L + R** and press **X, Right, X, Right**
All Level 4 upgrades—Hold **L + R** and press **Y, Up, Y, Up**
All Level 6 upgrades—Hold **L + R** and press **B, Left, B, Left**
All Level 8 upgrades—Hold **L + R** and press **A, A, Down, Down**
1,000 upgrade points—Hold **L + R** and press **A, Down, Down, Down**
The remaining codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring on the right side of the game's map screen. You must first beat the Helm's Deep: Hornburg Courtyard stage and reach Level 10 with any character; this will unlock the Secret Mission for that character. After beating the Secret Mission, the Secret Mission. Play as Secret Character option will be unlocked. Once you've beaten the Secret Mission while playing as the secret character, the Secret Codes option will be unlocked and you'll be able to use the following cheats:
Always devastating—Hold **L + R** and press **B, B, X, X**
Small enemies—Hold **L + R**, press **Y, Y, A, A**
Slow motion—Hold **L + R** and press **Y, X, A, B**
Infinite missiles—Hold **L + R**, press **B, X, A, Y**
All upgrades—Hold **L + R** and press **Y, X, Y, X**
Invulnerable—Hold **L + R** and press **Y, B, A, X**

MARIO GOLF: TOADSTOOL TOUR

Special Contests
Hold the **Z** button and press **START** at the title screen. You will see a new option called "SP Contests" at the main menu. Choose the new option and you'll see that the "Hole-in-One Contest" is already open. Select "Password Tournament" from the SP Contests menu and enter the following passwords for more contests
0 E K W 5 G 7 U—Camp Hyrule Cup
G G A A 2 4 1 H—Super Mario Open
C E U F P X J 1—Target Bullseye Tour
8 J G Q B U L Z—Hollywood Video Tour
E L B U T 3 P X—Peach's Invitational

MAT HOFFMAN'S PRO BMX 2

Cheat Codes
At the "Press Start" screen, quickly enter any of the following codes:
Perfect balance—**Down, Up, X, Down, Up, X, Down, Up, X**
Adrenaline meter always full—**Down, A, A, A, R, R, R**
All riders have fiery hands and feet—**Down, B, B, A, A, R, R**
Invisible bikes—**Down, Up, Left, Down, Right, Down, Left, Up**
Unlock Day Smith—**B, Up, Down, Up, Down, Y**
Unlock Vanessa—**B, Down, Left, Left, Down, Y**
Unlock Bigfoot—**B, Right, Up, Right, Up, Y**
Unlock Mime—**B, Left, Right, Left, Right, Left**
Unlock Volcano—**B, Up, Up, A, Up, Up, A**
Unlock "vegas" rags (rider options)—**X, L, L, Up, Up**
Unlock "gear" rags (rider options)—**X, B, Left, Right, Left, X**
Unlock Tiki Battle mode—**L, L, Down, R, A, L**
Unlock all levels in all modes except Road Trip—**Y, Right, Right, B, Down, Y**
Unlock Chicago in Road Trip mode—**Y, Up, B, Up, B, Y**
Unlock Las Vegas in Road Trip mode—**Y, R, Left, L, Right, Y**
Unlock New Orleans in Road Trip mode—**Y, Down, Right, Up, Left, Y**
Unlock Boston in Road Trip mode—**Y, Up, Down, Down, Up, Y**
Unlock Los Angeles in Road Trip mode—**Y, Left, B, B, Left, Y**
Unlock Portland in Road Trip mode—**Y, A, A, B, B, Y**
Unlock all music tracks—**L, Left, Left, Right, Right, Right, A, A**
No on-screen displays—**Down, B, X, A, Y**

MEDAL OF HONOR: FRONTLINE

Passwords
Enter any of the following codes at the Password screen from within the Options menu. The codes marked with an asterisk (*) activate cheats which must then be turned on at the Bonus menu
H E A D S U P—Achilles Head*
R E F L E C T O R—Bullet Shield*
H I D E N S E E K—Invisible Enemy*
B I G B O O M E R—MOHton Torpedo*
M A D H A T T E R—Men With Hats*
F L A W L E S S—Perfectionist*
B O U N C E—Rubber Grenades*
S U P E R S H O T—Snipe-o-Rama (all weapons have sniper rifle zoom ability)*
S I L V E R S H O T—Silver Bullet (one-hit enemy kills)*
B A L L O W A X—Unlock all "Bonus" items
S E A G U L L—Earn a gold star for the current level (Note: This code allows you to skip to the next level, but you will start with no ammo)
E A G L E—Unlock Mission 2: A Storm in the Port
H A W K—Unlock Mission 3. Needle in a Haystack
P A R R O T—Unlock Mission 4: Several Bridges Too Far
D O V E—Unlock Mission 5: Rolling Thunder
T O U C A N—Unlock Mission 6: The Horten's Nest

MEDAL OF HONOR: RISING SUN

Passwords
Enter the Options menu, select "Passwords" and enter the following passwords. You must then turn the corresponding code on or off at the Bonus menu
L O A C H—All Replay Items
D I S C U S—Unlimited Ammunition
P L E C O—Silver Bullet
G O U R A M I—Bullet Shield
M O O R—Rubber Grenades
T E T R A—Men Without Hats
L E L E U P I—Always Sniper
Z E B R A—Invisible Soldiers
C I C H L I D—Achilles Head
B O T I A—Perfectionist Mode
B E N G A L—Immortality

MEN IN BLACK II: ALIEN ESCAPE

Secret Codes
Enter any of the following codes at the title screen when the text "Press Start" appears. The screen will flash white after each code is entered correctly
Invincibility—**Right, A, R, Y, Up, L, A, Left, L, B, A, R**
Unlock all levels—**R, Y, Left, B, X, L, Left, Up, A, Down, L, X**
Unlock all Boss Mode stages—**R, Y, Down, Down, A, L, Left, X, Right, Y, R, L**
Unlock all CST stages—**X, Up, L, Left, Y, A, R, B, Right, R, X, B**
Unlock all Agent data—**Up, Down, B, R, Left, L, Right, A, R, X, Up, R**
Unlock all Alien data—**X, L, B, L, Down, Y, R, Right, A, Left, R, Y**
Start with all weapons—**Up, Down, A, X, R, Y, Y, Left, B, L, L, Right**
Do not lose weapon levels—**Down, Up, A, X, Down, Up, A, X, L, L, X, B**

MINORITY REPORT

Secret Codes
Choose "Special" from the main menu, then select "Cheats " Select "Enter Cheat Code" and enter any of the following codes:
B U T T E R U P—Restore player's health
S T R A P P E D—All weapons
M R J U A R E Z—Infinite ammo
L R G A R M S—Invincibility
Q U I T E R—Level skip
P A S S K E Y—Level warp all
B O U N Z M E N—Bouncy men
S P I N A C H—Super damage
S T Y L I N—Dramatic finish
C L U T Z—Wreck the joint
S T E E L U P—Armor
C L U M S Y—Rag doll
S L U G G E R—Baseball bat
F P S S T Y L E—Free aim
W I M P—Ending scene
D I R E C T O R—Unlock all movies
N I N J A—Unlock all combos
S K E T C H P A D—Unlock concept art
M A X I M U M H U R T—Unlock Pain Arenas

MLB SLUGFEST 2004

Secret Codes
Enter any of the following codes at the "versus" screen just before the game starts. The numbers represent the number of times you must press the **B, Y** and **X** buttons followed by a direction on the D-pad. For example, to enter the "Rocket Park" code (3-2-1-Up), press **B** three times, **Y** two times and **X** once, then press **Up** on the D-pad. A message will appear to confirm each code.
1-1-1-Down—Cheats Disabled
3-0-3-Up—Extended Time For Codes
4-4-4-Down—Unlimited Turbo
3-0-0-Left—Max. Batting
0-3-0-Left—Max. Power
0-0-3-Left—Max. Speed
2-4-2-Down—16" Softball
2-4-2-Up—Rubber Ball
0-0-4-Right—Whiffle Bat
0-0-4-Up—Log Bat
0-0-3-Up—Ice Bat
0-0-2-Up—Blade Bat
0-0-4-Left—Mace Bat
0-0-5-Up—Spike Bat
0-0-1-Up—Bone Bat
2-0-0-Right—Big Head
2-0-0-Left—Tiny Head
3-3-3-Up—Coliseum Stadium
3-2-1-Up—Rocket Park Stadium
3-3-3-Down—Monument Stadium
3-2-1-Down—Midway Park Stadium
3-2-1-Right—Empire Park Stadium
3-3-3-Left—Forbidden City Stadium
3-2-1-Left—Atlantis Stadium
2-1-0-Right—Pinto Team
2-1-1-Right—Horse Team
2-1-2-Right—Eagle Team
2-2-0-Right—Lion Team
1-0-3-Down—Dwarf Team
1-1-3-Down—Gladiator Team
1-3-3-Down—Bobble Head Team
1-0-2-Down—Dolphin Team
1-1-2-Down—Scorpion Team
1-2-2-Down—Sub-Zero Team
1-3-2-Down—Rodeo Clown Team
1-1-0-Down—Minotaur Team
2-2-2-Down—Olshan Team
2-2-2-Up—Rivera Team
2-3-2-Down—Napolitano Team
2-1-1-Down—Evil Clown Team
2-3-1-Down—Alien Team
2-3-3-Down—Casey Team
1-0-1-Down—Little League
2-2-2-Right—Team: Todd McFarlane
3-3-3-Right—Team: Terry Fitzgerald

MX SUPERFLY

Cheat Code
At the main menu, press **X, Y**, then **L + X**, then **X, L, Z**, then **R + Y** to unlock all tracks, mini-games, bikes and secret characters.

NAMCO MUSEUM

Display Game Time in Galaga Arrangement
At the *Galaga Arrangement* screen, press **Left, Right, Left, Right, Up, Down, Up, Down**. The game time will now be displayed at the bottom of the screen while playing *Galaga Arrangement*

NBA 2K3

Cheat Codes
From the main menu, select "Options," then select "Game Play." Hold **Left** on the D-pad and **Right** on the analog stick and press **START**. Now return to the Options menu; you'll notice that a new menu item, "Codes," has appeared at the bottom of the screen. Now enter the following codes (all in capital letters)at the code entry screen:
M E G A S T A R S—Unlocks the NBA 2K3, Sega Sports and VC teams
S P R I N G E R—Trash appears on the ground in Street mode

NBA LIVE 2004

Secret Codes
Choose "My NBA Live" from the main menu and select "NBA Codes " Enter the following codes to unlock special shoes and gear in Create Player mode

SHADOW POKEMON LIST continued

Snag List	Location	Trainer	Move Recalled When Purified
Sneasel	The Under Subway	Rider Nelis	Faint Attack
Stantler	The Under Subway	Chaser Liaks	Astonish
Sudowoodo	Miror B's Hideout	Cipher Admin Miror B.	Flail
Suicune	The Under	Cipher Admin Venus	Rain Dance
Sunflora	Realgam Tower	Cipher Peon Baila	Sunny Day
Swablu	Pyrite Cave	Hunter Zalo	Mirror Move
Togetic	Outskirt Stand	Fake Hero Fein	Metronome
Tropius	Tower Colosseum	Cipher Peon Ston	Solarbeam
Tyranitar	Tower Colosseum	Cipher Head Evice	Crunch
Ursaring	Snagem Hideout	Team Snagem Agrev	Faint Attack
Vibrava	Laboratory	Cipher Peon Remil	Crunch
Yanma	Pyrite Building	Cipher Peon Nore	Detect

P O U Y 9 8 5 G Y 5—Unlock a l shoes
7 2 5 J K U P L M M—Unlock all Hardwood Classics jerseys
E R T 9 9 7 6 K J 3—Unlock all NBA Gear
Y R E Y 5 6 2 5 W Q—Unlock all Team Gear
8 7 8 4 3 H 5 F 9 P—15,000 NBA Store points

Secret Characters

Select "Team Management" from the Main Menu, enter the Roster Management mode and select "Create Player." Enter any of the following cheat codes in the "Last Name" field; a confirmation message will appear if you've done it correctly. The unlocked character can then be found in the Free Agent pool for you to sign to any team. Note that all codes are in lowercase letters except the first.

S O S O D E F—Jermaine Dupri
o e i s n d l a—Kyle Korver
q w p o a s z x—Pascels Morlende
p o i o i j i j s—Szymon Szewczyk
x c f w q a s e—Tommy Smith
p o i l k j m n—Rick Rickert
w h s u c p o i—Aleksander Pavlovic
n b v k s m c n—James Lang
b v d k c v m—Matt Bonner
z x c c v d r l—Sani Becirovic
r o u b f d c j—Sofoklis Schortsanitis
w m z k c o i—Xue Yuyang
s k e n x i d o—Malick Badiane
p o c k d l e k—Andreas Glyniadakis
z x d s d r k e—Nedzad Sinanovic
l t n v c j s d—Remon Van de Hare
p o s n e g h x—Mario Austin
s d f g u r k l—Carlos Delfino

NBA STREET VOL. 2

Secret Codes

Select "Pick Up Game" from the main menu, choose "home" or "away" and select a user name. At the "Ready" prompt, you'll see a message at the bottom of the screen that says "Enter cheat codes now." Enter any the following codes at this time:

Big heads—Hold L and press X, B, B, X
Small players—Hold L and press Y, Y, X, B
ABA ball—Hold L and press X, B, X, B
WNBA ball—Hold L and press X, Y, Y, X
Ball trails—Hold L and press Y, Y, Y, B
No interface graphics—Hold L, press B, X, X, X
All jerseys unlocked—Hold L, press X, Y, B, B
All courts unlocked—Hold L, press B, Y, Y, B
All Street Legends unlocked—Hold L and press X, Y, B, Y
All NBA Legends unlocked (except Michael Jordan)—Hold L and press X, Y, Y, B
NBA Legend Michael Jordan unlocked—Hold L and press X, Y, X, X
Unlimited Turbo—Hold L and press B, B, Y, Y
Explosive rims—Hold L and press X, X, X, Y
No Trick Counters—Hold L and press Y, Y, X, X
Fast players—Hold L and press Y, X, Y, B
Easy two-pointers—Hold L and press Y, X, B, Y
Hard two-pointers—Hold L, press Y, B, X, Y

NEED FOR SPEED: UNDERGROUND

Cheat Codes

Enter any of the following codes at the main menu; you won't hear any confirmation sound when doing so. Note: The codes must be entered quickly or they may not work.

Unlock all Circuit Tracks in Quick Race mode—Down, R, R, R, X, X, X, Z
Unlock all Drag Tracks in Quick Race mode—Right, Z, Left, R, Z, L, Y, X
Unlock all Drift Tracks in Quick Race mode—Left, Left, Left, Left, Right, X, R, Y
Unlock all Sprint Tracks in Quick Race mode—Up, X, X, X, R, Down, Down, Down

NFL STREET

Cheat Codes

Enter the following names when creating a new User ID. Note that you can only use one User ID profile at a time, so only one cheat can be activated per player.

Travel—All stadiums unlocked
Classic—NFL Legends team unlocked
Kay Slay—Kayslay team unlocked
Executive—X-ecutioners team unlocked
AW9378—All AFC and NFC All-Stars teams unlocked

NICKELODEON PARTY BLAST

Unlock Secret Levels

Choose "Start Game" from the main menu, then pick a character and select Blast mode. When the "Select Level" screen appears, press Up, Up, Down, Down, Left, Right. You'll hear a chime and four "bungee" levels will be unlocked

OUTLAW GOLF

Cheat Code

Start a new game; at the name entry screen, enter "Golf_Gone_Wild" as your name and save your game This code unlocks all of the characters, stages and clubs

Unlock Alternate Costumes

At the character select screen, hold R and press Z, Y, Y, Y, Y, Z, Y.

PITFALL: THE LOST EXPEDITION

Cheat Codes

At the title screen, hold L + R and enter any of the following codes. Release L + R after each code to see a confirmation message.

Infinite water in canteen (must acquire canteen first)—Left, B, X, Down, B, A, B, X
Faster attacks—Left, Right, X, Up, X, Right, Left
Play as Nicole—Left, Up, Down, Up, X, Up, Up
Play as old-school Pitfall Harry—Y, Left, Down, B, X, Y, Y, Left
Unlock *Pitfall!* at the New Game/Load Game menu—X, X, Left, Right, X, B, A, Up, X
Unlock *Pitfall II: Lost Caverns* at the New Game/Load Game menu—Left, Right, Left, Right, Y, Y, Y

PRINCE OF PERSIA: THE SANDS OF TIME

Secret Level

Insert a controller into the Player 4 slot of the GameCube. Start a new game, then as soon as you are able to control the Prince on the porch, hold the B button on Controller 4 and quickly press A, B, Y, X, Y, A, B, X on Controller 1.

RED FACTION II

Unlock Everything

Choose "Extras" from the main menu and access the "Cheats" option Press B, B, A, A, Y, X, Y to unlock all cheats and levels After entering this code, you will have the option of turning each specific cheat on or off.

ROADKILL

Cheat Codes

At any time during gameplay, press START to pause, highlight the "Map" option and enter any of the following codes:

Restore health—X, B, X, B, X, B, X, B
Infinite ammo—Y, X, X, B, Y, X, X, B
Earn $100,000—Y, B, Y, B, X, A, B, X, Down, Up
Summon tornado—Y, B, A, X, X, A, B, Y
Weapons unlock (weapons spawn near garage)—Y, A, A, Y, X, B, B, X, A, X, B, Y

ROBOTECH: BATTLECRY

Secret Passwords

At the main menu, select "New Game." At the next menu, hold L + R and press Left, Up, Down, A, Right, B, START A special password entry screen will appear where you can enter any of the following codes:

W E W I L L W I N—Unlock all missions
M U L T I M A Y H E M—Unlock all multiplayer missions
S U P E R M E C H—Invincibility
M I S S M A C R O S S—Unlock all Veritech designs
W H E R E S M A X—Unlock all Veritechs and awards
B A C K S T A B B E R—One-shot kills
S N I P E R—One-shot Sniper kills
S P A C E F O L D—Faster gunpod ammo refresh
M A R S B A S E—Faster missile refresh
M I R I Y A—Faster weapon refresh

ROCKY

Secret Codes

Enter the following codes at the main menu: Unlock all boxers and arenas—Hold R and press Up, Down, Down, Left, Left, L
Boxers punch harder—Hold R and press Right, Down, Left, Up, Left, L
Boxers move faster—Hold R and press Down, Left, Down, Up, Right, L

ROGUE OPS

Cheat Codes

At any time during gameplay, press START and enter the following codes while the game is paused Note: Not all of the codes will work in all stages

Half damage—X, X, Y, Y, Left, Left, Right, Right, Y, Y, X, X
Enemy bullets cause no damage—Left, Right, Right, Left, X, Y, Y, X
Invincibility—Left, Right, Right, Left, Left, Right, Right, Left, Left, Right, Right, Left, X, X
Infinite ammo—X, Y, X, Y, X, Y, X, Y, Left, Y, X, Y, X, Y, X, Y, X
One-shot kills—Y, Left, Right, Right, Left, Y, R, L, Y, X, X
M7 shoots Frag Grenades—R, L, Right, Right, Left, Left, Right, Right, L, R, X, Y
Crossbow shoots Frag Grenades—Left, Right, Right, Left, X, Y, R, L, X, Y, Left, Right
M7 shoots Rockets—X, Left, Right, R, L, Right, X, L, L, R, Left, Left
Crossbow shoots Rockets—Right, Right, Left, Left, R, R, L, L, Y, Y, X, X
Big weapons for Nikki—X, X, X, X, Y, Y, Y
All character models have big feet -Right, Right, Right, Left, Right, Left, Right, Left, Left, Left
Skip the current scene—R, X, R, Y, R, Left, R, Right, R, L, L, X, L, Y, L, Left, L, Right, X

SCOOBY-DOO! NIGHT OF 100 FRIGHTS

Secret Codes

At any time during gameplay, press START to pause, then quickly enter any of the following codes. You'll hear a special sound effect upon entering each code correctly:

All power-ups—Hold L + R and press X, B, X, B, X, B, B, X, X, B, X, X, X
Unlock alternate credits sequence—Hold L + R and press B, X, X, B, X, B

SEGA SOCCER SLAM

Secret Codes

Enter these codes at the main title screen (when the words "Press Start" appear). Entering the same code again will disable the code Some of these codes can be found in the special artwork that you unlock in the Quest mode

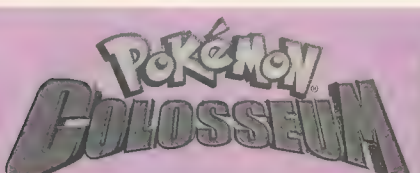
Unlock Jungle stadium—Up, Down, Left, Right, X, Y
Unlock Oasis stadium—Up, Up, Down, Down, X, X
Unlock Pacific Atoll stadium—Up, Up, Left, Left, Y, Y
Unlock Alpen Castle stadium—Up, Up, Up, Down, X, X
Unlock Riviera Ruins stadium—Up, Down, Down, Right, Y, X
Unlock Reactor Core stadium—Up, Left, Left, Right, X, Y
Unlock all stadiums—Up, Up, Up, Up, X, X
Big hits—L, R, Up, Up, X, Y
Max Power—L, R, Left, Right, Y, Y
Infinite Turbo—L, R, Right, Up, X, X
Infinite Spotlights—L, R, Down, Right, Y, X
Alternate El Fuego team—X, X, Down, Down, Right, Left
Alternate Spirit team—Y, Y, Down, Down, Left, Right
Alternate Tsunami team—X, Y, Down, Up, Right, Left
Alternate Toxic team—Y, X, Down, Down, Up, Up
Alternate Subzero team—Y, Y, Down, Right, Left, Up
Alternate Volta team—Y, X, Down, Up, Down, Up
All alternate teams—X, Y, Down, Down, Down, Down
Eyeball—R, Right, Down, Up, X, X
Black Box ball—R, Left, Left, Down, X, X
Earth ball—R, Right, Right, Left, X, X
Rusty can ball—R, Left, Up, Up, Y, Y
Magic 8-ball—R, Right, Up, Up, Y, Y
Beach ball—R, Right, Right, Down, Y, X
Crate ball—R, Left, Down, Right, Y, X
Kids rubber ball—R, Right, Up, Down, X, Y
Kids block ball—R, Left, Right, Right, Y, Y
Old-school soccer ball—R, Right, Left, Left, Y, X
"Remy Saville's head" ball—R, Left, Right, Left, X, Y
"Rob Willock's head" ball—R, Left, Up, Left, Y, X
El Diablo's items—Left, X, Right, X, Down
Rico's items—Left, X, Right, X, Right
Made ra's items—Left, Y, Down, X, Up
Zari's items—Left, Y, Left, Y, Right
Kaimani's items—Left, X, Down, X, Down
Djimon's items—Left, Y, Down, Y, Up
Kahuna's items—Left, Y, Right, Y, Right
Rumiko's items—Left, Y, Left, Y, Up
Boomer's items—Left, Y, Left, X, Up
Raine's items—Left, X, Up, X, Up
Duke's items—Left, Y, Up, X, Right
Nova's items—Left, Y, Down, Y, Right
Half Pint's items—Left, Y, Up, X, Up
Lola's items—Left, X, Left, Y, Down
Kiril's items—Left, Y, Up, X, Left
Angus' items—Left, X, Right, X, Up
Dante's items—Left, X, Right, Y, Left
Arsenault's items—Left, Y, Up, Y, Down
All items—Left, X, Left, X, Left
Big heads—R, L, Up, Up, Y, Y
"Pleasantville" mode—Y, X, Y, X, Y, X, Right, Left, Right, Left, Right, Left
"Citizen Kane" mode—X, Y, X, Y, X, Y, Left, Right, Left, Right, Left, Right

THE SIMPSONS: HIT & RUN

Cheat Codes

Choose "Options" from the main menu, then hold L + R at the options menu and enter any of the following codes. A beeping horn will confirm correct code entry. You can also enter these codes during a game by selecting "Options" from the pause menu, but you won't hear a confirmation sound:

Invincibility—Y, A, Y, A
Unlimited top speed—X, X, X, X
Fast acceleration—Y, Y, Y, Y
Press horn to make vehicle jump—X, X, X, Y
Destroy vehicles with one hit—Y, Y, X, X
Enable speedometer—Y, Y, B, X
Replace secret vehicle in each mission with Red Brick Car—B, B, Y, X
Play Kang & Kodos dialogue during credits—A, X, X, Y (choose "View Credits" from the Options menu)
Show graphic wireframes—B, A, B, Y
Extra camera angles—B, B, B, A
With the "extra camera angles" code in place, choose "Settings" from the in-game Options menu; two additional camera settings will be available while you're on foot, with six new camera settings while you're in a vehicle. If you choose the "Debug Camera," you can use Controller 2 to set the camera anywhere you wish. The analog stick aims the camera, but if you hold the Z button, you can also use it to move the camera's position.



TECHNICAL MACHINES LIST

from page 4

TM List	Location	Price/Requirement
TM 01 (Focus Punch)	Pyrite Colosseum	Win second challenge
TM 02 (Dragon Claw)	Deep Colosseum	Defeat Ein
TM 05 (Roar)	Pyrite Colosseum	Win third challenge
TM 06 (Toxic)	Pyrite Colosseum	Win first challenge
TM 07 (Hail)	Pyrite Colosseum	Win Second Challenge
TM 10 (Hidden Power)	The Under Poké Mart	$3,000
TM 11 (Sunny Day)	Phenac Colosseum	Win second challenge
TM 12 (Taunt)	Deep Colosseum	Defeat Miror B.
TM 13 (Ice Beam)	Mt. Battle	4,000 pt.
TM 14 (Blizzard)	The Under Poké Mart	$5,500

THE SIMS

Cheat Codes

Hold L + R at the main menu, then enter any of the following passwords at the cheat entry menu that appears. Note the spaces in some of the codes:

FISH EYE—First-person perspective. Press the X button to toggle it on and off

FREEALL—All items cost $0 Simoleons. This code may cause your game to act buggy. After using it and buying a lot of items, you may want to save and then reset the machine to deactivate the code

MIDAS—Unlocks all skins, items and multiplayer games. After entering the code, start a new "Get a Life" game, then quit to the main menu while in the Dream House

PARTY M—Unlocks "The Motel" multiplayer game (Note: You can only access this game after unlocking the Bonus Menu by entering the "MIDAS" code)

SIMS—Unlocks the "Play the Sims" mode, which is normally unlocked by playing "Get a Life"

SMUGGLER'S RUN: WARZONES

Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes:

Enable countermeasures—Y, Y, Y, X, X, Z, Z

Transparent vehicle—Left, Right, Left, Right, Z, Z, R

Cars fly away upon collision with your vehicle—Z, R, Z, R, Right, Right, Right

SONIC HEROES

Metal Teams

Select "2P Play" from the main menu, choose a game and select any team. At the stage-select screen, select a stage with the A button, then immediately press and hold A + Y while the game loads. When the game starts, your team will consist of metal versions of the characters you chose.

SPAWN: ARMAGEDDON

Cheat Codes

At any time during gameplay, press START and enter the following codes while the game is paused. When you unpause, you will hear Spawn say "Necro-licious!" or "Necro-goodness!" to confirm each correct code.

All weapons—Up, Down, Left, Right, Left, Right, Left, Left

Infinite ammo—Up, Down, Left, Right, Up, Left, Down, Right

Infinite health and Necroplasm—Up, Down, Left, Right, Right, Left, Down, Up

Toggle blood on/off—Up, Down, Left, Right, Up, Up, Up, Up

Unlock all comics—Up, Down, Left, Right, Right, Left, Left, Up

Unlock all missions—Up, Down, Left, Right, Left, Left, Right, Right

Unlock all encyclopedia entries—Up, Down, Left, Right, Left, Right, Up, Down

SPEED KINGS

Cheat Code

Start a new game and enter the "Player Setup" menu from any section. Under the player's handle, enter "borkbork" as the player's name to unlock everything in the game.

SPIDER-MAN

Secret Codes

From the main menu, select "Specials," then select "Cheats" and enter any of the following codes:

K O A L A—All "Combat Controls" enabled

I M I A R M A S—Unlock all stages in "Level Warp"

H E A D E X P L O D Y—Unlock "Pinhead Bowling" in Training menu

A R A C H N I D—Unlock all of the above + all "Gallery" items

H E R M A N S C H U L T Z—Play as Shocker

S E R U M—Play as a scientist

K N U C K L E S—Play as Thug 1

S T I C K Y R I C E—Play as Thug 2

T H U G S R U S—Play as Thug 3

F R E A K O U T—Play as Thug 4

CAPTAINSTACEY—Play as a helicopter pilot

R E A L H E R O—Play as a security guard

ORGANICWEBBING—Unlimited web fluid

C H I L L O U T—Glider never overheats (when playing as Green Goblin)

R O M I T A S—Unlock "Next Level" option at the Paused menu

D O D G E T H I S—"Matrix" mode

S P I D E R B Y T E—Tiny Spidey

G O E S T O Y O U R H E A D—Big head + feet

J O E L S P E A N U T S—Enemies have big heads + feet

U N D E R T H E M A S K—First-person view

SPONGEBOB SQUAREPANTS BATTLE FOR BIKINI BOTTOM

Cheat Codes

Pause the game, then hold L + R and enter the following codes. Note that the codes must be entered very quickly. If done correctly, you will hear SpongeBob say something or the controller will vibrate to confirm

X, X, X, X, Y, X, Y, X, Y, Y, Y, Y—Max health

Y, X, Y, Y, X, X, Y—Add 1,000 Shiny Objects

X, Y, Y, X, X, Y, Y, X—Add 10 Spatulas

X, Y, X, Y, X, X, Y, Y—Instant Bubble Bowl power-up

Y, X, Y, X, Y, Y, X, X—Instant Cruise Bubble power-up

X, X, X, X, Y, Y, X, X, Y, X, Y, Y—Cruise control for Cruise Bubble

X, Y, X, Y, Y, X, X, Y, X—Unlock all monsters in Monster Gallery

Y, X, Y, X, X, Y, X, Y—Unlock Art Gallery

Y, X, Y, X, X, Y, X, X, X, Y, Y, Y, Y, X, X, Y—Shiny Objects have more value

X, X, X, Y, Y, X, X, X, X, Y, X, X, X, Y, X, X—Expert Mode

X, X, X, X, Y, Y, X, Y, X, X, X, Y—Always Strapped Bob death animation

X, X, X, X, Y, Y, X, X, Y, X, Y, Y—No Pants mode

Y, Y, X, X, X, X, Y—Invert left/right camera controls

Y, X, X, X, X, X, X, Y—Invert up/down camera controls

Y, Y, Y, X, Y, X, Y, X, X, X, X—Big Plankton

Y, Y, Y, Y, Y, X, Y, X, Y, X, Y, X—Small villagers

Y, Y, Y, Y, X, X, Y, X, Y, Y, Y, Y—Small co-stars

Y, Y, Y, Y, X, Y, X, X, X, Y, Y—Villagers give health

Y, Y, Y, Y, X, Y, X, X, X, Y, X—Villagers give Shiny Objects when hit

Y, Y, Y, Y, Y, X, X, X, Y, Y, X, X—Villagers take Shiny Objects

Y, Y, Y, Y, Y, X, Y, X, X, X, Y—Villagers and co-stars give Shiny Objects when you double-jump

SSX3

Cheat Codes

From the main menu, press the Y button to access the Options menu. Select "Enter Cheat" and enter any of the following case-sensitive passcodes:

b i g g e r t h a n k 7—Unlock all peaks

d j s u p e r s t a r—Unlock all songs in playlist

s h o p p i n g s p r e e—Unlock all Peak 1 gear, items and accessories

n a t u r a l c o n c e p t—Unlock all art

g r a p h i c d e l i g h t—Unlock all special boards

p o s t n o b i l l s—Unlock all posters

n o g l u e r e q u i r e d—Unlock all toys

g o t i t g o t i t t n e e d i t—Unlock all trading cards

m y e y e s a r e d i m—Unlock all videos

z e n m a s t e r—Unlock Brodi

w o r m—Unlock Eddie

b r o n c o—Unlock Luther

m i l k e m d a l s y—Unlock Cudmore

n o t s o s v e l t e—Unlock Svelte Luther

b a c k 2 f u t u r e—Unlock Marty

s l i c k s u i t—Unlock Hiro

w h e r e s y o u r t a i l—Unlock Bunny San

w i n d m i l l d u n k—Unlock Stretch

c a l l h i m g e o r g e—Unlock Northwest Legend

b r o k e n l e g—Unlock Jurgen

b o n e y a r d r e j e c t—Unlock Gutless

t a n k e n g i n e—Unlock Churchill

g r e a t w h i t e n o r t h—Unlock Canhuck

f i n a l l y m a d e i t i n—Unlock Unknown Rider

b e t y o u v e n e v e r s e e n—Unlock Snowballs

STAR WARS: BOUNTY HUNTER

Secret Codes

Select "Options" from the main menu, then select "Code Setup" and enter any of the following codes. A special message will appear upon entry of a valid code.

MANDALORIANWAY—Unlock all chapters

GO FISH—Unlock all TCG cards

R ARTISTS ROCK—Unlock all concept art

STAR WARS JEDI KNIGHT II: JEDI OUTCAST

Secret Codes

At the main menu, select "Extras," then select "Cheats" and enter any of the following codes. You'll hear a shout each time you enter a code correctly

P E E P S—Unlock all multiplayer characters

F L I C K Y—Unlock all Movie Viewer items

D I N G O—Unlock all levels

S C O O T E R—Infinite Force meter

B I S C U I T—Infinite ammunition

F U D G E—All weapons

B U B B L E—Invincibility

STAR WARS: REBEL STRIKE ROGUE SQUADRON III

Secret Codes

Choose "Options" from the main menu, then select "Passcodes" and enter any of the following codes. If a code has several parts, you must enter the second (or third) passcode immediately after the previous one or else it won't work. Note that the special vehicle codes may not allow you to choose those vehicles in every mission; after entering one of these codes, check the "Available Craft" to see if that vehicle is allowed in a particular mission.

I I O U A O Y E—W I M P I A M I—Infinite lives

E E Q Q ? Y P L—C H E I A T E R—Unlock all missions in Single Player mode

S W G R C Q T L—U C H E A T E D—Unlocks all regular missions in Cooperative mode

R W A L P I G C—N O W A Y O U T—Unlock Asteroid Field mission in Cooperative mode

W P X ? F G C I—E X C E R S I Z—Unlock Endurance mission in Cooperative mode

Y F C E D F R H—D S A G A I N ?—Unlocks Death Star Escape mission in Cooperative mode

F R L L I C S F—F A R M B O Y ?—Unlocks Beggars Canyon Race under "Special" in Versus mode

R T W C V B S H—B F N A G A I N—Unlock Naboo Starfighter ship in all modes

T G B C W L P N—Z Z B O U N T Y—Unlock Slave 1 ship in all modes

Q Z C R P T G I—H A N S R I D E—Unlock Millennium Falcon ship in all modes

V D X ? W K I H—A N O K S H I P—Unlock TIE Advanced ship in Cooperative and Versus modes

J A S D J W F A—I D A B O M B I—Unlock TIE Bomber ship in Single Player and Versus modes

F R R V B M J K—L O O K O U T !—Unlock TIE Hunter ship in Single Player and Versus modes

A X C B P R H K—W H A T T H E ?—Unlock Rudy's Car ship in Single Player and Cooperative modes

B B G M Y W S X—J E D I W H O ?—Unlock Jedi Starfighter ship in Versus mode

M C K E M A K D—O N E S H O T !—Unlock TIE Fighter ship in Cooperative mode

R T J P F C I G—T I M E W A R P—Unlock *Star Wars* game in Arcade

I H I ? H X S—K O O L S T U F—Unlock *The Empire Strikes Back* game in Arcade

L O O K M O M !—Unlock "Credits" option at the Special Features menu

T H E D U D E S—Unlock "Documentary" option at the Special Features menu

I K O O L A R T—Unlock "Art Gallery" option at the Special Features menu

H A R K H A R K—Unlocks "Music Hall" option at the Special Features menu

N O C O L O R ?—Black and white mode

STAR WARS: ROGUE LEADER ROGUE SQUADRON II

Secret Codes

Choose "Options" from the main menu, then select "Passcodes" and enter any of the following codes. If a code has several parts, you must enter the second (or third) passcode immediately after the previous one or else it won't work. Note that the special vehicle codes may not allow you to choose those vehicles in every mission; after entering one of these codes, check the "Available Craft" to see if that vehicle is allowed in a particular mission.

J P V I ? I J C—R S B F N R L—Infinite lives

I ? ? Q W T T J—C L A S S I C—Unlock all levels

A Y Z B I R C L—W R K F O R I T—All tech upgrades

P Y S T ? O O O—D U C K S H O T—Bonus level "Death Star Escape" (highlight "Death Star Attack" at the Select Mission screen and press Up to access)

T V L Y B B X L—N O W A R ! ! !—Bonus level "The Asteroid Field" (highlight "Battle of Hoth" at the Select Mission screen and press Up to access)

A Z T B O H I—O U T C A S T !—Bonus level "Triumph of the Empire" (highlight "Strike at the Core" at the Select Mission screen and press Up to access)

O G G R W P D G—E E K E E K !—Bonus level "Revenge on Yavin" (enter the "Triumph of the Empire" code first, then highlight "Strike at the Core" at the Select Mission screen and press Up, Right to access)

? W C Y B R T C—? ? M B C ? ? ?—Bonus level "Endurance" (enter the "Triumph of the Empire" code first, then highlight "Strike at the Core" at the Select Mission screen and press Up, Right, Right to access)

C D Y X F I ? Q—A S E P O N E !—Unlock Naboo Fighter

M V P Q I U ? A—O H I B U D D Y—Unlock Millennium Falcon

Z T ? I R G B A—D I S P S B L E—Unlock TIE Fighter

P Z ? A P B S Y—I R O N S H I P—Unlock Slave 1

V V ? G X R Y P—C N O O Q I Z R—J F E T T S H P—Unlock Jango Fett's Slave 1

N Y M I U U O K—B L K H L M T !—Unlock TIE Advanced

A J H H I ? J Y—B U S T O U R—Unlock Imperial Shuttle

I Z U V I E L !—I B E N Z I N !—Unlock Car

U I ? I V W Z C—G I V E I T U P—Enable "Ace Mode" option at the Special Features menu

B L A H B L A H—Enable "Audio Commentary" option at the Special Features menu

E X H I B I T I—Enable "Art Gallery" option at the Special Features menu

C O M P O S E R—Enable "Music Hall" option at the Special Features menu

TECHNICAL MACHINES LIST

continued

TM List	Location	Price/Requirement
TM 15 (Hyper Beam)	The Under Poké Mart	$7,500
TM 16 (Light Screen)	The Under Poké Mart	$3,000
TM 17 (Protect)	The Under Poké Mart	$3,000
TM 18 (Rain Dance)	Phenac Colosseum	Win first challenge
TM 19 (Giga Drain)	Phenac Colosseum	Win third challenge
TM 20 (Safeguard)	The Under Poké Mart	$3,000
TM 22 (Solarbeam)	Phenac Colosseum	Win fourth challenge
TM 23 (Iron Tail)	The Under Colosseum	Win fourth challenge
TM 24 (Thunderbolt)	Mt. Battle	4,000 pt.
TM 25 (Thunder)	The Under Poké Mart	$5,500

7 I N S I D E R—Enable "Documentary" option at the Special Features menu
T H A T S M E !—Enable "Credits" option at the Special Features menu
L I O N H E A D—Black & White mode

STAR WARS: THE CLONE WARS

Cheat Codes
At the main menu, select "Options," then "Bonuses," then select "Codes" and enter any of the following codes. A special message will appear after entering each code correctly.
GASMASK—Unlock all missions
1WITHFORCE—Unlock invincibility
CHOSEN1—Unlock unlimited ammo
YUB YUB—Unlock bonus objectives
FRAGFIESTA—Unlock all multiplayer maps
CINEMA—Unlock all cutscenes
SAYCHEESE—Unlock team photos
CORDE—Unlock Amidala in Academy
FUZZBALL—Unlock Wookie in Academy
ROGERROGER—Unlock Battle Droid in Academy
WAT TAMBOR—Unlock Super Battle Droid in Academy

Play Ewok Celebration Song
At any menu screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, START** (using the D-pad). The Ewok celebration song from *Star Wars: Return of the Jedi* will begin playing immediately.

STREET HOOPS

Cheat Codes
From the main menu, select "Game Settings," then select "Cheats" and enter any of the following codes:
Unlock all players—**Y, Y, R, L, Y, Y, X, Y**
Mad loot—**R, Y, R Y, L, L X, Y**
Always on fire—**R, R, X, R, L, Y, R, L**
Red, white and blue ball—**Y, Y, R, X**
Globe ball—**R, Y, R, R, L, X, Y, X**
And1 ball—**X, L, X, X, L, Y, R, L**
Clowns enabled—**R, Y, R, R**
Cowboys enabled—**Y, Y, X, Y**
Elvis enabled—**Y, L, Y, R, Y, Y, X, Y**
Kung Fu enabled—**R, R, L, Y**
Unlock Dennis Rodman—**Y, R, L, R, X, Y, Y, X**
Tommy Tallarico clothing enabled—**L, L, L, R, Y, R, R, X**

TAK AND THE POWER OF JUJU

Cheat Codes
At any time during gameplay, pause the game and enter any of the following codes:
Earn All Juju Powers—**Up, Right, Left, Down, Y, X, B, Down**
Max. Nubu Plants—**B, Y, X, Left, Up, Right, Down, Down**
Max. Moonstones—**Y, Y, B, B, X, X, Left, Right**
Max. Yorbels—**Up, Y, Left, B, Right, X, Down, Up**
Max. Feathers—**B, Y, X, B, Y, X, B, Y**
Unlock Extra Bonus Features—**Left, Right, B, B, X, X, Left, Right**

TEENAGE MUTANT NINJA TURTLES

Cheat Codes
Choose "Options" from the main menu, then select "Password" and enter any of the following codes:
D R L D S—Stronger Donatello
R D S R L—Stronger Raphael
M S R M M—Stronger Michelangelo
L M L S D—Stronger Leonardo
M L M L S—Donatello takes less damage
S D R M L—Raphael takes less damage
R L D D R—Michelangelo takes less damage
L D S M S—Leonardo takes less damage
R R S L R—Donatello's alternate costume
S L S M M—Raphael's alternate costume
R L S L S—Michelangelo's alternate costume
R S L M D—Leonardo's alternate costume
M L S D S—Donatello's power-up effects Increase
R S S S R—Raphael's power-up effects Increase
R L M S M—Michelangelo's power-up effects Increase
R S D M M—Leonardo's power-up effects Increase
M S S L D—Michelangelo gains unlimited explosive shuriken/recovery items are increased
S S L D M—Leonardo gains unlimited shuriken
L S L M L—Unlock Splinter in Story mode
S R L M D—Unlock Casey Jones in Story mode
L S D R M—Unlock Playmates Toy Database
D D D M L—Funny sound effects

Funny Walking Sound
At the title screen—when the words "Press Start Button" appear—press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. You will hear the Ninja Turtles say "Yeah!" to confirm the code. Now the Turtles' feet will make funny sounds when they walk.

TIGER WOODS PGA TOUR 2003

Cheat Codes
Enter the Options menu, select Cheat Codes and enter either of the following codes:
1 4 C O U R S E S—All courses unlocked
A L L T W 3—All golfers unlocked

TIGER WOODS PGA TOUR 2004

Passwords
Choose "Options" from the main menu, then select "Password" and enter any of the following codes:
THEKITCHENSINK—Unlock all golfers and courses
SHERWOOD TARGET—Unlock Target World Challenge at Game Modes menu
YJrk3428—Unlock all Nike sponsorship items for purchase
91treeSTR—Unlock all Adidas sponsorship items for purchase
cgTR78qw—Unlock all Callaway Golf sponsorship items for purchase
CL4SetUB—Unlock all Cleveland Golf sponsorship items for purchase
FDGH5971—Unlock all Maxfli sponsorship items for purchase
kjnMR3qv—Unlock all Odyssey Golf sponsorship items for purchase
R453DrTe—Unlock all PING sponsorship items for purchase
BRi34982—Unlock all Precept sponsorship items for purchase
cDsa2fgY—Unlock all TAG Heuer sponsorship items for purchase
TS345329—Unlock all TourStage sponsorship items for purchase

TONY HAWK'S PRO SKATER 3

Cheat Codes
Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:
F R E A K S H O W—Unlock all hidden characters
M A R K E D C A R D S—Enable "Cheats" option at the Paused menu
M A X M E O U T—Give the currently-selected skater enough stat points to max out all statistical categories
P O P C O R N—Unlock all movies

TONY HAWK'S PRO SKATER 4

Cheat Codes
Select "Cheat Codes" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Paused" menu.
g o l d e n—Always Special (note: the second character is the number zero)
b e l i k e g e o f f—Perfect Rail
2 w h e e l i n—Perfect Manual
g l a n t s t e p s—Moon Gravity
m r a n d e r s e n—Matrix Mode
(o)(o)—Unlock Daisy
Watch_Me_Xplode—Unlock everything

TONY HAWK'S UNDERGROUND

Cheat Codes
Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. After entering a code, start a game, then pause and select "Cheats" from the In-game Options menu to toggle the code on or off
g e t i t u p—Moon gravity
k e e p i t s t e a d y—Perfect manual
l e t i t s l i d e—Perfect rail
r e a r r i d e r—Perfect skitches
N O O O I—Unlock T.H.U.D.

TRUE CRIME: STREETS OF L.A.

Unlock All Upgrades
During gameplay, press **START** and enter the City Map screen (you must be outside). Press **Up, Right, Down, Left, Up, A**. You will hear a confirmation sound if entered correctly. All cars, driving maneuvers, guns, gun upgrades, attacks and grapples will be unlocked. Note that all Bonus Missions will be unavailable after entering the code.

Change Car Mass
While driving, press **START** and enter the City Map screen. Enter the following codes to either decrease or increase the car's mass. You will hear a confirmation sound if entered correctly.
Decrease car mass—**Down, Down, Down, A**
Increase car mass—**Up, Up, Up, A**

Unlock Snoop Dogg Missions
During gameplay, press **START** and enter the City Map screen (you must be outside). Press **R, L, Up, Right, Left, Down, Z, Z, A, Y, X, Y**. You will hear a confirmation sound if entered correctly. Save and exit out of the game. Load the saved game and enter the Mission select screen. Select the Snoop Dogg missions by choosing the Snoop Dogg head icon.

Play as Different Characters
Select New Game at the main menu. Enter the following codes at the license plate screen to play as different characters from the game. You must hold down **L + R** when selecting "OK" to make the code work. You will hear a confirmation sound if entered correctly.
R O S A—Rosie Velasquez
H U R T _ M 3—Rosie in lingerie
F A T T—George
B 1 G 1—Chief Wanda Parks
F U Z Z—Officer Johnson
B 0 0 Z—Bum
5 W A T—SWAT
M 1 K 3—Commando
T F A N—Gangster
P H A M—Butcher
M N K Y—Thug
B 0 0 B—Punker girl
M R F U—Asian gangster
H A R A—Asian worker
T A T S—Tattoo lady
P 1 M P—Pimp
B R U Z—Boxer
H A W G—Biker
J A S S—Donkey
J 1 M M—Zombie

TUROK: EVOLUTION

Secret Cheats
At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes. To access the level select after you have unlocked it, you must load a previously-saved game from the main menu.
S E L L O U T—Unlock level select
E M E R P U S—Unlock Invincibility
S L L E W G H—Unlock invisibility
T E X A S—Unlock all weapons
M A D M A N—Unlock unlimited ammo
H E I D—Unlock big heads
F M N F B—Unlock all cheats
Z O O—Play Zoo mode
H U N T E R—Trigger game demo

TY THE TASMANIAN TIGER

Secret Codes
At any time during gameplay, enter any of the following codes. You'll hear a special guitar sound effect after entering a correct code.
All items are marked with vertical lines—**L, R, L, R, Y, Y, X, B, B, X, Z, Z**
Obtain Kaboomarang, Doomarang, Megarang, Zoomerang, Infrarang, Multirang and Chronorang—**L, R, L, R, Y, Y, Y, B, Y, B**
Obtain Frostyrang, Flamerang, Zappyrang and Aquarang—**L, R, L, R, Y, Y, B, B, Y, B**

WAVE RACE: BLUE STORM

Secret Passwords
Choose "Options" from the main menu, then hold **Z + X** and press **START** at the Options menu. A new "Password" option will appear. At the next screen, enter any of the following passwords:
D L P H N M O D—Ride a dolphin in Free Roam mode
K T U P W N P D—Play Dolphin Park, Stunt Mode Normal
W C X 5 W P 5 A—Play Southern Island, Stunt Mode Expert
M J V B L K L 6—Play La Razza Canal, Time Attack Hard
J 7 B 4 W M H F—Play Lost Temple Lagoon, Time Attack Normal
L Q 3 T R KT E—Play Lost Temple Lagoon, Time Attack Hard
A J X Y 8 P 5 3—Play Expert Championship without having to unlock it

WRECKLESS: THE YAKUZA MISSIONS

Unlock All Missions & Cheats
At the Scenario Select screen, select "Cheats." Next, move the cursor to highlight the "Unlimited time" cheat, then hold down **L + R + Right** and press **Z**. After entering the code correctly, all missions and cheats will be immediately unlocked.

WWE: CRUSH HOUR

Secret Character
Press **X, Y, L, X** at any menu screen to unlock Kevin Nash as a playable character.

X-MEN: NEXT DIMENSION

Secret Codes
At the main menu, quickly enter any of the following codes. A special message will appear after entering a correct code.
Unlock everything—**Up, Up, Down, Down, Left, Right, Left, Right, A, B, START, START**
All characters start with nearly zero health—**Up, Up, Down, Down, X, Y, Y, X**
Computer opponents just stand there—**Up, Up, Down, Down, A, A, B, B, X, X, Y, Y**
Unlimited Supers—**Up, Up, Down, Down, A, X, A, X**

X2: WOLVERINE'S REVENGE

Cheat Codes
Enter the following codes at the main menu:
Unlock all Costumes—**B, X, B, Y, Y, Y, L, L, Z**
Unlock all Cerebro Files and all Movies—**B, X, B, Y, Y, Y, R, R, Z**
Unlock Level Select and all Challenges—**B, X, B, Y, B, X, L, R, Z**
Unlock "Cheats" option at pause menu—**B, B, X, X, Y, Y, X, X, L, L, R, R, Z**

YU-GI-OH!: THE FALSEBOUND KINGDOM

Extra Gold Cheat
While in the 3D Mode Screen, move the cursor to an empty spot on the field and quickly press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. If entered correctly, you'll hear a voice say "Yu-Gi-Oh!" and you will automatically receive 573 Gold. You can keep increasing your Gold by entering the code over and over.

TM List	Location	Price/Requirement
TM 26 (Earthquake)	Shadow Pkm Lab	Defeat Cipher Admin Ein
TM 27 (Return)	Phenac City Pre Gym	Defeat Justy
TM 29 (Psychic)	Mt. Battle	3,500 pt.
TM 30 (Shadow Ball)	The Under Colosseum	Win third challenge
TM 31 (Brick Break)	Pyrite Colosseum	Win fourth challenge
TM 32 (Double Team)	Mt. Battle	1,500 pt.
TM 33 (Reflect)	The Under Poké Mart	$3,000
TM 35 (Flamethrower)	Mt. Battle	4,000 pt.
TM 36 (Sludge Bomb)	The Under Colosseum	Win second challenge
TM 37 (Sandstorm)	The Under Colosseum	Win first challenge

TM List	Location	Price/Requirement
TM 38 (Fire Blast)	The Under Poké Mart	$5,500
TM 41 (Torment)	Phenac City	Defeat Roller Boy Kaib
TM 44 (Rest)	Deep Colosseum	Defeat Venus
TM 45 (Attract)	The Under	Defeat Venus
TM 46 (Thief)	Pyrite City Jail	Jail Key
TM 47 (Steel Wing)	Mt. Battle Lobby	Defeat Dakim
TM 48 (Skill Swap)	Deep Colosseum	Defeat Dakim
TM 49 (Snatch)	Pyrite Cave	Defeat Miror B.

Xbox tips

007: NIGHTFIRE
Secret Passwords
Choose "Codenames" from the main menu, then choose your custom profile and enter any of the following codes at the "Secret Unlocks" menu. Be sure to choose the "Save Codename" option from the Codename "Edit" menu after entering any of these codes; if you don't, the code's effects will be lost and you'll have to enter it again.
PASSPORT—Unlock all missions
PARTY—Unlock all characters in Multiplayer mode
GAMEROOM—Unlock all scenarios in Multiplayer mode
BOOM—Unlock "Explosive Scenery" environmod in Multiplayer mode scenario options
Q LAB—Unlock all gadget and weapon upgrades

4X4 EVOLUTION 2
Secret Code
Enter the following code at the "Press Start" screen. You'll hear a special sound effect after entering it correctly.
Extra Money—**Y, X, White, Y, X, White, X, X, Y, White, X, Y**

ALIENS VERSUS PREDATOR: EXTINCTION
Secret Cheat Menu
At any time during gameplay, pause the game and press **Left Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger**. You'll hear a special sound if you have entered the code correctly. Select "Options," then select "Cheats" to activate Invincibility, Level Select and more

ALTER ECHO
Cheat Codes
At any time during gameplay, press **Up, Up, Down, Down, Left, Right, Left, Right** on the D-pad. Your life bar will disappear from the top of the screen; now you can enter the following cheats:
Health recharge—Hold **BACK** button, press **Right**
Time Dilation Energy recharge—Hold **BACK**, press **Up**
Toggle screen displays—Hold **BACK**, press **Y**

AMPED
Secret Codes
From the main menu, select "Options," then select "Cheats" and enter any of the following codes. Each time you enter a code correctly, the word you entered will disappear after selecting "Done."
R i d i n W r a v e n—Unlock Raven
C h i l l i n W S t e e z y—Unlock Steezy
G i m m e G i m m e—Unlock all courses
S t i c k i T—Easier to land from a jump
Z i P s t e r—Faster speed
b u z z s a W—Run through trees
M e g a L e g—Jump higher
W h i r l y G i g—Faster spins
M e g a b O U n c e—Bounce continuously

AMPED 2
Cheat Codes
Select "Cheats" from the Options menu and enter any of the following codes.
M o C a p M a n—Unlock Mo-Cap Man in Free Ride
F r o s t B y t e—Unlock Frosty Jack in Free Ride
G e t O f f M y L a n d—Unlock Hermit Joe in Free Ride
B u n n y—Unlock Bunny in Free Ride
G o T e a m Y e t i—Unlock Yeti in Free Ride
B r o t h e r O f Y e t i—Unlock Bigfoot in Free Ride
R a d i c a—Unlock '80s Snowboarder in Free Ride
M e t a l M a a m—Unlock Shiny Gal in Free Ride
ChillinWSteezy—Unlock Steezy the Penguin in Free Ride
FunnyBone—Unlock Bones in Free Ride
AllMyPeeps—Unlock all hidden characters in Free Ride
ShowRewards—Unlock all rewards in the portfolio
LowGravity—Cut gravitational force in half
SuperSpin—Cut angular dampening in half (makes rotations go faster and diminish slower)
FastMove—Board uphill
MaxSkills—Give your boarder max. skills in all categories
NoCollisions—Turn off all feature collisions
AllIce—Make physics for all terrain types behave like ice
AllLevels—Unlock all levels
ShowRewards—Unlock all rewards in the portfolio
TrickedOut—Unlock all grabs
DontCrash—Your boarder will not crash (Note: Use this code at your own risk; it might cause errors in the game that can force you to restart)

ARCTIC THUNDER
Secret Codes
Enter any of the following codes at the "Select Game Mode" screen. A special message will appear after entering a correct code
No drones mode—**X, X, Y, Y, White, Black, START**
No catchup mode—**Y, X, Y, Y, X, START**
All random power-up mode—**Black, Right Trigger, X, Y, Black, Right Trigger, START**
No power-up mode—**X, X, Y, X, Right Trigger, X, START**
All missile mode—**X, X, X, White, Y, START**
All grappling hook mode—**Y, Y, Left Trigger, Y, Y, White, START**
All roost mode—**Black, Right Trigger, Left Trigger, White, X, START**
All snowbomb mode—**Y, Y, Black, Right Trigger, START**
All boost mode—**Y, Black, Black, Y, Right Trigger, START**
Clone mode—**White, Left Trigger, Left Trigger, Y, White, Y, START**
All invisible mode—**X, Y, X, Right Trigger, Y, Y, START**
Super wheelie mode—**Y, White, X, Right Trigger, X, Left Trigger, START**

ARMED AND DANGEROUS
Cheat Codes
Select "Cheats" from the Options menu and enter any of the following codes.
List all cheats—**B, L, A, B, White, A, Left Trigger, Left Trigger**
Refill ammo—**Black, B, A, Right Trigger, Right Trigger, A, Left Trigger, Black**
Infinite ammo—**A, Left Trigger, Left Trigger, Black, B, White, Left Trigger, Left Trigger**
Refill health—**X, R, A, Y, Black, B, A, Right Trigger**
Invincibility—**X, X, X, R, A, Left Trigger, Left Trigger, Y**
God mode (invincibility/infinite ammo)—**Y, A, B, X, B, A, A, Left Trigger**
Play any level—**Y, White, Black, Left Trigger, A, Right Trigger, Right Trigger, Y**
View any movie—**A, Y, A, Y, Black, Right Trigger, A, Y**
Big heads—**Left Trigger, Black, B, White, White, B, Black, Left Trigger**
Big hands—**B, White, X, Left Trigger, White, Right Trigger, Right Trigger, Y**
Big boots—**R, White, Y, A, Left Trigger, B, White, X**
Upside-down screen—**Y, A, B, B, A, B, White, White**

ATV: QUAD POWER RACING 2
Secret Cheats
At the "Saved Profiles" screen which appears immediately after the title screen, select any empty profile. Next, select any rider and then enter any of the following codes at the "Name Your Rider" screen that follows.
B U B B A—Unlock all riders
R O A D K I L L—Unlock all tracks
G E N E R A L L E E—Unlock all vehicles
D O U B L E B A R R E L—Unlock all challenges
R E D R O O S T E R—Unlock all championships
G I N G H A M—Max stats
F I D D L E R S E L B O W—Max. skill level

BALDUR'S GATE: DARK ALLIANCE
Secret Cheat Menu
At any time during gameplay, hold **Left Trigger + Right Trigger + Y + A + Right** on the left analog stick, then press **START**. Note that **Left Trigger** must be depressed all the way, however **Right Trigger** must be partially depressed, halfway or less. If you enter the code correctly, a different pause menu will appear that will allow you to toggle invincibility and select any stage

BALDUR'S GATE: DARK ALLIANCE II
Item Duplication Trick
You'll need two controllers for this trick. Pause the game and select the "Change Players" menu, then select a new character (preferably Dorn, since he can carry more). Drop whichever items you want to duplicate and have the second player pick them up. Next, save your game and transfer the items back to your primary character. Enter the "Change Players" menu again and import the second character from the fresh save. That character will have the items that you just dropped as well, so you can sell off any duplicates, have them both equip the same item or break items down at the shop and recover gems. With this trick, you can easily build up your inventory of gems and items by duplicating them and gain massive amounts of gold by selling the duplicate items.
Invincibility/Level Warp
At any time during gameplay, hold **Left Trigger + Right Trigger + A + B + X + Y** and press the **START** button to bring up the cheat menu. You can toggle invincibility on and off and warp to any location in the game from here, even places that you haven't been to previously. You can even warp to levels that you are not supposed to be able to go to, for example, you can go to Zarad's study even when you're not playing as Ysuran.
Level-Up Cheat
At any time during gameplay, hold **Left Trigger + Right Trigger + A + B + X + Y** and press the **White** button. This cheat automatically levels your character up to level 10, gives you 45 Feat points and gives your character 500,000 gold. Be careful when your character passes level 10, since the code will reset all of your character's stats back to level 10.

BATTLE ENGINE AQUILA
Cheat Codes
At the main menu, select "New Game," then enter any of the following codes at the "Choose Game Name" screen:
I E V A H I—Unlock all levels
8 4 K 4 2—Unlock "God Mode" menu (choose "Options" from the Paused menu to find it)
1 0 5 7 7 0 Y 2—Unlock all 230 Goodies

BATTLESTAR GALACTICA
Cheat Code
Choose "Options" from the main menu, then select "Extras" and press **Up, Down, Down, Left, Left, Left, Right, Right, Left, Left, Up, Up, Left, Left, Down, Left, Right** at the Extras menu. All of the Extras will be unlocked except the movies. This code also adds a new "Cheat Menu" option to the Options menu, access the Cheat Menu to toggle invincibility, max out your missiles or set up wingmen options.
Ultimate Wingmen
Choose "Options" from the main menu, then select "Extras" and press **Down, Down, Left, Down, Down, Up, Right, Right** at the Extras menu. Apollo and Starbuck will be assigned as your wingmen, even if you're starting a new game.

BIG MUTHA TRUCKERS
Unlock Everything
Select "Options" from the main menu, then select "Cheats" and enter the following codes:
V A R L E Y—Unlocks Evil Truck
C H E A T I N G M U T H A T R U C K E R—Unlocks all remaining cheats

BLADE II
Main Menu Codes
Enter any of the following codes at the main menu. A message will appear at the top of the screen to confirm each code.
Unlock missions—Hold **Left Trigger** and press **Down, Up, Left, Left, B, Right, Down, X**
Unlock weapons—Hold **Left Trigger** and press **X, B, Down, Left, B, B, Y**
Unlock "Daywalker" difficulty—Hold **Left Trigger** and press **Left, B, Up, Down, X, B, A**
In-Game Codes
At any time during gameplay, press **START** to pause, then enter any of the following codes:
Infinite health—Hold **Left Trigger** and press **Y, X, Y, X, Y, B, Y, B**
Rage always—Hold **Left Trigger** and press **Left, Down, Left, Down, Right, Up, Right, Up**
Infinite ammo—Hold **Left Trigger** and press **Left, B, Right, X, Up, Y, Down, A**

BLOOD OMEN 2
Cheat Code
At the "Start Game" menu, press **White, Black, Left Trigger, Right Trigger, X, B, Y**. Now begin a new game and you will be wearing Iron Armor and have the Soul Reaver weapon

BLOODRAYNE
Secret Codes
From the main menu, select "Options," then select "Enter Cheat" and enter any of the following codes. You can also access the Cheats menu from the Pause screen. All of the cheats except the first one must be toggled on by accessing the Cheats menu in this way after entry.
ON THE LEVEL—Enable level select
TRI ASSASSIN DONT DIE—Unlock God Mode
LAME YANKEE DONT FEED— Unlock Restore Health
ANGRY XXX INSANE HOOKER—Unlock Fill Bloodlust
NAKED NASTY DISHWASHER DANCE—Unlock Time Factor parameter
DONT FART ON OSCAR—Unlock Enemies parameter
SHOW ME MY WEAPONS—Unlock Show Weapons on Body
INSANE GIBS MODE GOOD—Unlock Gratuitous Dismemberment
JUGGY DANCE SQUAD—Unlock Juggy Mode

BMX XXX
Cheat Codes
At the main menu, select "Acclaim Extras," then select "Cheats." Enter any of these codes at the screen that follows:
XXX RATED CHEAT—Unlock all levels and Amish Boy
CHAMPAGNE ROOM—Unlock all movies
65 SWEET RIDES—Unlock all bikes
3RD SOG—Night vision mode
FLUFFYBUNNY—Happy bunny mode
GHOSTCONTROL—Guided ghostrides
HEAVYPETTING—Super crash mode
MAKEMEANGRY—Green skin
PARABOLIC—Visible gaps

BUFFY THE VAMPIRE SLAYER
Cheat Codes
Choose "Extras" from the main menu and enter the following codes at the Extras menu.
Infinite slayer power—**Y, Y, Y, Black, Black, Black, Y, White, Black, Black, White, Y**
No damage from enemies' punches or kicks—**Y, White, Black, Black, White, Y, Black, Black, Black, Y, Y, Y**
Unlock "Arena Mode" stages 1-4—**Y, Y, White, Black, Black, Y, Y, Y, Y, Y, White, Black**
Play as dark slayer in Arena Mode—**Black, White, Y, Y, Black, Black, White, Black, Black, White, Black, Black, White, Black, Black, Black, White, White**

CHASE: HOLLYWOOD STUNT DRIVER
Unlock All Scenes
First, start a new game. At the name entry screen, enter "ACTION STAR" as your name. You'll instantly have access to all scenes in the game.

CORVETTE
Unlock All Tracks
Choose "Game Options" from the Options menu, select "Change Name" and enter the name "XOPENSEZ" to unlock all of the tracks in Career and Arcade mode.

CRAZY TAXI 3: HIGH ROLLER
Secret Game Modes
Enter any of the following codes at the character-select screen. The corresponding text will appear at the bottom of the screen when gameplay begins if you entered each code correctly.
No arrows—Hold **White** and press **A**
No destination marks—Hold **Black** and press **A**
Expert mode (no arrows or destination marks)—Hold **White** + **Black** and press **A**

CRIMSON SKIES: HIGH ROAD TO REVENGE
Cheat Codes
Enter the following codes at any time during gameplay
Invincibility—Y, A, X, B, **Black**
Unlock all planes in hangar—Y, X, B, Y, **Black**
$5,000—A, Y, A, Y, **Black**
Increase damage per shot to 1,000—B, X, A, B, **Black**
Increase Difficulty—X, B, A, X, **Black**

DARK SUMMIT
Secret Codes
Enter the following codes at any of the pre-game menu screens or the pause menu. You'll hear a chime to confirm each correct code.
9,100,000 lift points and equipment points—Hold **BACK** + **START**, press **Y**, **Left Trigger**, **X**, **B**, **Right Trigger**, **A**, **Right Trigger**, **A**
All characters unlocked—Hold **BACK** + **START**, press **Y**, **Left Trigger**, **X**, **B**, **Right Trigger**, **A**, **Right Trigger**, **B**
All challenges completed—Hold **BACK** + **START**, press **Y**, **Left Trigger**, **X**, **B**, **Right Trigger**, **A**, **Right Trigger**, **Y**
Shoot barrels by pressing **Right Trigger**—Hold **BACK** + **START**, press **Y**, **X**, **B**, **Right Trigger**
Slow-motion effect (press **Left Trigger** + **Right Trigger** while in the air)—Hold **BACK** + **START**, press **Y**, **X**, **B**, **Left Trigger**

DAVE MIRRA FREESTYLE BMX 2
Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.
Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up**, **Right**, **Down**, **Left**, **Right**, **Right**, **Up**, **Down**, **Left**, **Right**, **Up**, **Left**, **Right**, **Right**, **Down**, **X**
Unlock all movies—**Up**, **Left**, **Down**, **Right**, **Left**, **Left**, **Right**, **Left**, **Up**, **Down**, **X**
Unlock secret pieces in Park Editor—**Up**, **Left**, **Down**, **Right**, **Down**, **Up**, **Up**, **Down**, **Right**, **Right**, **X**
Unlock all Park Editor themes—**Up**, **Left**, **Down**, **Right**, **Down**, **Up**, **Down**, **Right**, **Left**, **X**

DEAD TO RIGHTS
Unlock All Chapters
At the main menu, press **Up**, **Down**, **Up**, **Down**, **Left**, **Right**, **Right**, **Y**, **X**, **X**. Next, select "Chapters" from the main menu to start from any chapter in the game.

DEATHROW
Secret Codes
At the main menu, select "Options," then move the cursor to Player 4's name. Change it to any of the following names to obtain the corresponding effects
MOREROOM—Unlock all arenas
ALL150—Unlock all players and teams
NO FEAR—Unlock "Difficulty Extreme" extra
CONFUSED—Unlock "Multi Disc" extra

DR. MUTO
Secret Cheats
At the main menu, select "Options," then select "Cheats" and enter any of the following codes. You'll see a special text message on the screen after entering each one correctly.
C H E A T E R B O Y—Never take damage
T I N K E R T O Y—Unlock every gadget
E U R E K A—Unlock every morph
L O G G L O G G—Secret morphs
B E A M M E U P—Go anywhere
B U Z Z O F F—Unlock Ending 2

DRAGON'S LAIR 3D
Secret Rewards Menu
At the main menu, hold the **Right Trigger** and press **Left Thumbstick**, **Right Thumbstick**, **Left Thumbstick**, **Right Thumbstick**, **White**, **Black**, **White**, **Black**. Next, move the cursor to "Start Game" and press **A**. If you entered the code correctly, a "Rewards" menu will immediately appear. Selecting any item will start you off in the beginning of the game with the corresponding effect, so you may not activate more than one at a time.

DUNGEONS & DRAGONS HEROES
Cheat Codes
At any time during the game, hold **Left Trigger** and press **Y** + **A**. An "enter code" menu will appear; use it to enter any of the following codes. Note that some of the codes have the same effects as other codes, the full list is shown here for the sake of completeness.
I D D Q D—Invincibility
P E L O R—Invincibility
I D K F A—Infinite Mystical Will
O B A D H A—Infinite Mystical Will
E N F O R C E R—Turns off invincibility and infinite Mystical Will
A L L I A N C E—Turns off invincibility and infinite Mystical Will
U N B U F F—Turns off invincibility and infinite Mystical Will
G I M M E _ X P—Gives 10,000 XP
Y A N—Gives +10 Dexterity
D A W N—Gives +10 Charisma
L A U R E A N O—Gives +10 Wisdom
C A L L A H A N—Gives +10 Strength
N _ S T I N E—Gives +10 Constitution
J A U R E G U I—Gives +10 Intelligence
0 3 R A I S E S—Gives 500,000 Gold
R I K S T O R E—Gives 1,000,000 Gold
H O P P E N S T—10 Warp Stones
W R I G H T—10 Globe Potions
R O M A N O—10 Thrown Axes of Ruin
S M I T H—10 Pyrokins
H O W A R D—10 Thrown Viper Axes
C O M M A N D R—10 Thrown Viper Axes
F R A Z I E R—10 Thrown Viper Axes
B R A T H W A I—10 Thrown Hammers
M O R E L—10 Thrown Daggers
S P A N B U R G—10 Tomes of the Master
M E F F O R D—10 Tomes of the Teacher
P A Q U I N—10 Tomes of Lessons
M I L L E R—10 Rods of Missiles
W H I T T A K E—10 Rods of Reflection
P R A S A D—10 Thrown Halcyon Hammers
D I N O L T—10 Rods of Shadows
B E L L—10 Thrown Daggers of Stunning
W E B E R—10 Fire Bombs
T H O M P S O N—10 Large Healing Potions
Z A H O R I K—10 Medium Healing Potions
G E E—10 Large Will Potions
L U—10 Medium Will Potions
D E R I S O—10 Insect Plagues
C R A W L E Y—10 Holy Waters
B R O P H Y—10 Fire Flasks
E H O F F—10 Fiery Oils
S H A Z A M—10 Acid Flasks
T H O M A S—10 Berserk Brews
U H L—10 Potions of Haste
S P I N R A D—10 Potions of Antivenom
J A R M A N—10 Rods of Fire
A U S T I N—10 Rods of Destruction
B I L G E R—10 Tomes of Apprentice
E S K O—10 Flash Freezes
E L S O N—10 Thunderstones
K E I D E L—10 Keys
S N O D G R A S—10 Keys
P _ B A S S—10 Keys
Y A S M I N _ G—Gives 10 each of Tomes of Lessons, Pupil and Teacher
M P S _ L A B S—Unlocks Nightmare difficulty
C R E D I T S—Plays credits
C O N C E P T S—Concept art slide show
K 4 R L N 0 M 3—Shows a designer on main loading screen
Y O S H I D O G—Plays dog video

DYNASTY WARRIORS 3
Secret Codes
Enter any of the following codes at the main menu
Unlock all Shu characters—**White**, **Black**, **X**, **Y**, **White**, **Right Trigger**, **Left Trigger**, **Black**
Unlock "Opening" item in Options—**X**, **Black**, **Y**, **White**, **L**, **R**, **White**, **White**
Unlock all Sound Test BGMs—**Left Trigger**, **White**, **Y**, **Right Trigger**, **White**, **Black**, **X**, **Y**

ELDER SCROLLS III: MORROWIND
Cheat Codes
During gameplay, press **B** to bring up the menus. Select the Stats menu and enter the following codes to increase your vital stats:
Restore Health—Select "Health" in the Stats menu and press **Black**, **White**, **Black**, **Black**, **Black**, **Black**. Press and hold the **A** button to restore health level.
Restore Magicka—Select "Magicka" in the Stats menu and press **Black**, **White**, **White**, **Black**, **White**. Press and hold the **A** button to restore Magicka level.
Restore Fatigue—Select "Fatigue" in the Stats menu and press **Black**, **Black**, **White**, **White**, **Black**. Hold **A** to restore Fatigue level.

ENCLAVE
Unlock Dark Campaign
At the main menu, select "New Game," then progress through the screens normally. When the campaign selection screen appears, press **X**, **Y**, **Y**, **X**, **X**, **Y**, **X**, **Y**. The Dark Campaign item will immediately become unlocked after you enter the code correctly.

ENTER THE MATRIX
Cheat Codes
Select "Hacking" from the main menu. (You must have a previously saved game on your memory card to access the Hacking option.) At the "A:\>" prompt, enter "CHEAT.EXE" and hit the "Return" button; a message will confirm that you are in cheat mode. To enter each of the following codes, you must input "CHEAT" and a space, then the cheat code (e.g. "CHEAT 0034AFFF") followed by a Return, or you can simply select "CHEAT" from the Command List menu, then enter the code and hit Return.
0 0 3 4 A F F F—All weapons unlocked
1 D D F 2 5 5 6—Infinite ammo
6 9 E 5 D 9 E 4—Infinite Focus
7 F 4 D F 4 5 1—Infinite health
1 3 D 2 C 7 F F—Unlock Bonus Test Level
FFFFFFF1—Invisibility (enemies can't see you)
D 5 C 5 D 1 E—Multiplayer Fighting
7 8 6 7 F 4 4 3—Faster *Logos* Flight Speed

ESPN NBA BASKETBALL
Unlock All 24/7 Items
Create a new player in 24/7 mode, change his first name to "HUNT" and change his last name to "4TREASURE" (be sure to use all capital letters). When you check the "Items" menu, you'll find every item unlocked.

FINDING NEMO
Level Select
At the main menu, press **Y**, **Y**, **Y**, **X**, **X**, **B**, **X**, **Y**, **B**, **X**, **Y**, **X**, **Y**, **B**, **Y**, **Y**. The word "Cheat" will appear on the screen to confirm. A new "Cheat" option will appear if you pause the game between levels; select "Open Levels" and turn it "on" to unlock all of the levels

FREAKY FLYERS
Unlock Everything
At the Profile Select screen, select "New" and enter the name "ZENBU" to unlock all characters, levels, mini-games and specials.

FUTURAMA
Cheat Codes
Enter any of the following codes at any time during gameplay (not while paused):
Invincibility—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **B**, **A**, **Black**, **Y**, **BACK**
Max. ammo—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **B**, **A**, **Black**, release **Right Trigger**, press **B**, hold **Right Trigger**, press **BACK**
Max. Special Move charges—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **B**, **A**, **Black**, release **Right Trigger**, press **X**, hold **Right Trigger**, press **BACK**
Refill health meter—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **B**, **A**, **Black**, release **Right Trigger**, press **Y**, hold **Right Trigger**, press **BACK**
Unlock all movies, music and gallery pictures—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **B**, **A**, **Black**, **B**, **BACK**
Enable FMV Skip—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **B**, **A**, release **Right Trigger**, press **Y**, hold **Right Trigger**, press **BACK** (note: this code enables you to skip any video sequence by pressing the **START** button, even if you're watching it for the first time)
Warp to "Planet Express"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **Y**, **Y**, hold **Right Trigger**, press **BACK**
Warp to "Market Square"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **A**, **Y**, hold **Right Trigger**, press **BACK**
Warp to "Sewers"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **Y**, **B**, hold **Right Trigger**, press **BACK**
Warp to "Subway"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **Y**, **A**, hold **Right Trigger**, press **BACK**
Warp to "Old New York"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **Y**, **X**, hold **Right Trigger**, press **BACK**
Warp to "Red Light District"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **Y**, hold **Right Trigger**, press **Y**, **BACK**
Warp to "Uptown"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **Y**, hold **Right Trigger**, press **B**, **BACK**
Warp to "New New York"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **B**, **Y**, hold **Right Trigger**, press **BACK**
Warp to "Weasel Canyon"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **B**, **Y**, hold **Right Trigger**, press **BACK**
Warp to "Run, Bender, Run"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **B**, **B**, hold **Right Trigger**, press **BACK**
Warp to "The Mine Facility"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **B**, **A**, hold **Right Trigger**, press **BACK**
Warp to "Red Rock Creek"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **B**, **X**, hold **Right Trigger**, press **BACK**
Warp to "The Junkyard"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **B**, hold **Right Trigger**, press **Y**, **BACK**
Warp to "Rumble in the Junkyard"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **B** hold **Right Trigger**, press **B**, **BACK**
Warp to "Market Square"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **A**, **Y**, hold **Right Trigger**, press **BACK**
Warp to "Left Wing"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **A**, **B**, hold **Right Trigger**, press **BACK**
Warp to "Right Wing"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **A**, **A**, hold **Right Trigger**, press **BACK**
Warp to "Temple Courtyard"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **A**, **X**, hold **Right Trigger**, press **BACK**
Warp to "Inner Temple"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **Y**, **BACK**
Warp to "Bogad Swamp Trail"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **X**, **Y**, hold **Right Trigger**, press **BACK**
Warp to "Bender's Breakout"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **Y**, hold **Right Trigger**, press **BACK**
Warp to "Leela's Last Laugh"—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X**, **Y**, **X**, **Y**, release **Right Trigger**, press **B**, hold **Right Trigger**, press **BACK**

Warp to "Fry Fights Back"—Hold Left Trigger, press A, hold Right Trigger, press X, Y, release Right Trigger, press A, hold Right Trigger, press X, Y, X, Y, Y, release Right Trigger, press A, hold Right Trigger, press BACK

FUZION FRENZY

Secret Codes

At any time during gameplay, press START to pause, then enter any of the following codes:

First person mode—Hold Left Trigger and press Y, B, Y, B

Toggle between Mutant modes 1, 2 and 3—Hold Left Trigger and press Y, B, X, X

Welsh on—Hold Left Trigger, press Y, Y, Y, Y

Squeaky voices on—Hold Left Trigger and press Y, X, Y, Y

Real controls on—Hold Left Trigger and press Y, Y, Y, X

GAUNTLET: DARK LEGACY

Secret Codes

Enter any of the following codes at the "Enter Your Name" screen that appears whenever you start a new game.

ALLFULL—Start with nine keys/nine potions

10000K—Start with 10,000 gold

GOBLIN COMMANDER: UNLEASH THE HORDE

Cheat Codes

At the main menu, press and hold Right Trigger + Left Trigger + Y + Down on the D-pad. After three seconds, the words "Cheats Codes Enabled" will appear on the screen. Now you can enter any of the following codes:

All Level Access—Y, Y, Y, Left Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left Trigger, Left Trigger, Right Trigger, Left Trigger, Left Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Y, Y, Y.

After entering this code, select "Campaign" and choose the profile named "Bling."

God Mode for Team 1—Right Trigger, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Left Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger

Auto Win—Right Trigger, Right Trigger, Left Trigger, Left Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger, Y, Y, Y

Gold + 100—Left Trigger, Right Trigger, Right Trigger, Right Trigger, Right Trigger, Right Trigger, Left Trigger, Y, Left Trigger, Left Trigger, Left Trigger

Souls + 100—Right Trigger, Left Trigger, Left Trigger, Left Trigger, Left Trigger, Left Trigger, Right Trigger, Y, Right Trigger, Right Trigger, Right Trigger

1,000 Gold, 1,000 Souls—Right Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger, Y, Y, Y, Left Trigger, Left Trigger

Fog of War—Right Trigger, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Left Trigger, Y, Y, Left Trigger, Right Trigger

50% Game Speed—Left Trigger, Left Trigger, Left Trigger, Left Trigger, Left Trigger, Left Trigger, Y, Y, Y, Y, Right Trigger

200% Game Speed—Right Trigger, Right Trigger, Right Trigger, Right Trigger, Right Trigger, Right Trigger, Left Trigger, Y, Right Trigger, Right Trigger, Right Trigger

GRAND THEFT AUTO III

Secret Codes

Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Most of the codes cannot be deactivated once you've turned them on; you must reset the Xbox in order to restore the game to normal. Do not save your game after entering codes; if you do, the codes may be permanently activated in your save file. It's a good idea to keep a copy of your save file on a memory card; this way, you'll have a backup in case anything happens to the GTA III save on your Xbox hard drive.

100 Health—Black, Black, Left Trigger, Right Trigger, Left, Down, Right, Up, Left, Down, Right, Up

100 Armor—Black, Black, Left Trigger, White, Left, Down, Right, Up, Left, Down, Right, Up

All weapons—Black, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up

$250,000—Black, Black, Left Trigger, Left Trigger, Left, Down, Right, Up, Left, Down, Right, Up

"Wanted" level 0—Black, Black, Left Trigger, Black, Up, Down, Up, Down, Up, Down

"Wanted" level +2—Black, Black, Left Trigger, Black, Left, Right, Left, Right, Left, Right

Fast game clock—B, B, B, X, X, X, X, X, X, Left Trigger, Y, B, Y

Slower game speed—Y, Up, Right, Down, X, Right Trigger, Black (enter this code repeatedly to increase its effect)

Faster game speed—Y, Up, Right, Down, X, Left Trigger, White (enter this code repeatedly to increase its effect)

Pedestrians have weapons—Black, Right Trigger, Y, A, White, Left Trigger, Up, Down

Pedestrians riot—Down, Up, Left, Up, A, Right Trigger, Black, White, Left Trigger

Pedestrians attack you—Down, Up, Left, Up, A, Right Trigger, Black, Left Trigger, White

All vehicles explode—White, Black, Left Trigger, Right Trigger, White, Black, Y, X, B, Y, White, Left Trigger

Invisible vehicles—Left Trigger, Left Trigger, X, Black, Y, Left Trigger, Y

Better vehicle handling—Right Trigger, Left Trigger, Black, Left Trigger, Left, Right Trigger, Right Trigger, Y (with this code in place, press the Left Thumbstick to make your vehicle jump)

Cars can fly for short distances—Right, Black, B, Right Trigger, White, Down, Left Trigger, Right Trigger

Play as a pedestrian—Right, Down, Left, Up, Left Trigger, White, Up, Left, Down, Right (enter this code repeatedly to change into different characters. Note: This code may not work unless your character is wearing his "street" clothes—the jacket and jeans—when you enter it)

Rhino tank appears—B, B, B, B, B, B, Right Trigger, White, Left Trigger, Y, B, Y

Clear weather—Left Trigger, White, Right Trigger, Black, Black, Right Trigger, White, Y

Cloudy weather—Left Trigger, White, Right Trigger, Black, Black, Right Trigger, White, X

Rain—Left Trigger, White, Right Trigger, Black, Black, Right Trigger, White, B

Fog—Left Trigger, White, Right Trigger, Black, Black, Right Trigger, White, A

GRAND THEFT AUTO: VICE CITY

Secret Cheat Codes

Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Most of the codes cannot be deactivated once you've turned them on; you must reset the Xbox in order to restore the game to normal. Do not save your game after entering codes; if you do, the codes may be permanently activated in your save file. It's a good idea to keep a copy of your save file on a memory card; this way, you'll have a backup in case anything happens to the GTA: Vice City save on your Xbox hard drive. Note: Some codes may cause unpredictable results; which may cause the game to "crash," especially if you have several codes in effect at once. Codes that modify the appearance or behavior of vehicles or pedestrians will usually not affect those that are already in the immediate vicinity; you'll see the effects when new vehicles or pedestrians appear. The codes that cause vehicles to appear may not work if you're too far from a street or other area where vehicles are allowed to drive.

100 Health—Right Trigger, Black, Left Trigger, B, Left, Down, Right, Up, Left, Down, Right, Up

100 Armor—Right Trigger, Black, Left Trigger, A, Left, Down, Right, Up, Left, Down, Right, Up

All normal weapons—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up

All medium weapons—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Left

All powerful weapons—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Down

"Wanted" level +2—Right Trigger, Right Trigger, B, Black, Left, Right, Left, Right, Left, Right

"Wanted" level 0—Right Trigger, Right Trigger, B, Black, Up, Down, Up, Down, Up, Down

Suicide—Right, White, Down, Right Trigger, Left, Left, Right Trigger, Left Trigger, White, Left Trigger

Fast game clock—B, B, Left Trigger, X, Left Trigger, X, X, X, Left Trigger, Y, B, Y

Slower game speed—Y, Up, Right, Down, X, Black, Right Trigger (enter this code repeatedly to increase its effect)

Faster game speed—Y, Up, Right, Down, White, Left Trigger, X (enter this code repeatedly to increase its effect)

Pedestrians have weapons—Black, Right Trigger, A, Y, A, Y, Up, Down

Pedestrians riot—Down, Left, Up, Left, A, Black, Right Trigger, White, Left Trigger

Pedestrians attack you—Down, Up, Up, Up, A, Black, Right Trigger, White, White

Display pursuit data—B, Left Trigger, Down, White, Left, A, Right Trigger, Left Trigger, Right, A (If you are being pursued by the police, your current and maximum "chase" level will be displayed beneath your "Wanted" level along with updates about any news coverage you receive)

Certain women follow you—B, A, Left Trigger, Left Trigger, Black, A, A, B, Y (Note: As your stats increase and you earn more money and better clothes, you will attract a wider variety of women)

Nearest pedestrian gets in your vehicle—B, Right, Up, Left Trigger, X, Right Trigger (Note: This code will only register if you're in a vehicle and there is a pedestrian close by)

Gangsters at the properties you own are women in bikinis with guns—Right, Left Trigger, B, White, Left, A, Right Trigger, Left Trigger, Left Trigger, A

All cars explode—Black, White, Right Trigger, Left Trigger, White, Black, X, Y, B, Y, White, Left Trigger

More aggressive drivers—Black, B, Right Trigger, White, Left, Right Trigger, Left Trigger, Black, White

All traffic lights remain green—Right, Right Trigger, Up, White, White, Left, Right Trigger, Left Trigger, Right Trigger, Right Trigger

Invisible vehicles—Y, Left Trigger, Y, Black, X, Left Trigger, Left Trigger

Increase tire size for certain sports cars—Right Trigger, A, Y, Right, Black, X, Up, Down, X (Note: This code can be entered repeatedly to increase its effects, but it will not register again unless you reload a saved game or completely restart a new game)

All randomly-colored vehicles are black—B, White, Up, Right Trigger, Left, A, Right Trigger, Left Trigger, Left, B

All randomly-colored vehicles are pink—B, Left Trigger, Down, White, Left, A, Right Trigger, Left Trigger, Right, B

Cars can fly for short distances—Right, Black, B, Right Trigger, White, Down, Left Trigger, Right Trigger

Better vehicle handling—Y, Right Trigger, Right Trigger, Left, Right Trigger, Left Trigger, Black, Left Trigger (with this code in place, press the Left Thumbstick to make your vehicle jump)

Cars can drive over water—Right, Black, B, Right Trigger, White, X, Right Trigger, Black

Play as Lance Vance—B, White, Left, A, Right Trigger, Left Trigger, A, Left Trigger

Play as Candy Suxxx—B, Black, Down, Right Trigger, Left, Right, Right Trigger, Left Trigger, A, White

Play as Ken Rosenberg—Right, Left Trigger, Up, White, Left Trigger, Right, Right Trigger, Left Trigger, A, Right Trigger

Play as Hilary King—Right Trigger, B, Black, Left Trigger, Right, Right Trigger, Left Trigger, A, Black

Play as Jezz Torrent—Down, Left Trigger, Down, White, Left, A, Right Trigger, Left Trigger, A, A

Play as Phil Cassidy—Right, Right Trigger, Up, Black, Left Trigger, Right, Right Trigger, Left Trigger, Right, B

Play as Sonny Forelli—B, Left Trigger, B, White, Left, A, Right Trigger, Left Trigger, A, A

Play as Mercedes—Black, B, Up, Left Trigger, Right, Right Trigger, Right, Up, X, Y

Play as Dick—Black, Left Trigger, Up, Left Trigger, Right, Right Trigger, Right, Up, B, Y

Play as Ricardo Diaz—Left Trigger, White, Right Trigger, Black, Down, Left Trigger, Black, White

Play as a pedestrian—Right, Right, Left, Up, Left Trigger, White, Left, Up, Down, Right (enter this code repeatedly to change into different characters. Note: This code may not work unless Tommy is wearing his default "street" clothes when you enter it)

Bloodring Banger #1 appears—Down, Right Trigger, B, White, White, A, Right Trigger, Left Trigger, Left, Left

Hotring Racer #1 appears—Right Trigger, B, Black, Right, Left Trigger, White, A, A, X, Right Trigger

Hotring Racer #2 appears—Black, Left Trigger, B, Right, Left Trigger, Right Trigger, Right, Up, B, Black

Sabre Turbo appears—Right, White, Down, White, White, A, Right Trigger, Left Trigger, B, Left

Romero's Hearse appears—Down, Black, Down, Right Trigger, White, Left, Right Trigger, Left Trigger, Left, Right

Love Fist limousine appears—Black, Up, White, Left, Left, Right Trigger, Left Trigger, B, Right

Caddy appears—B, Left Trigger, Up, Right Trigger, White, A, Right Trigger, Left Trigger, B, A

Trashmaster appears—B, Right Trigger, B, Right Trigger, Left, Left, Right Trigger, Left Trigger, B, Right

Rhino tank appears—B, B, Left Trigger, B, B, B, Left Trigger, White, Right Trigger, Y, B, Y

Clear weather—Black, A, Left Trigger, Left Trigger, White, White, White, Down

Cloudy weather—Black, A, Left Trigger, Left Trigger, White, White, White, Y

Overcast sky—Black, A, Left Trigger, Left Trigger, White, White, White, X

Rain—Black, A, Left Trigger, Left Trigger, White, White, White, B

Fog—Black, A, Left Trigger, Left Trigger, White, White, White, A

GROOVERIDER: SLOT CAR THUNDER

Cheat Codes

Choose "Single Player" from the main menu, then select "Time Trial" and earn a record time on any track. When the "Please Enter Your Name" menu appears, enter your name as "MARK" and return to the main menu. Now select "Options" and you'll find that the "Cheats" option has been unlocked. At the cheats menu, you can change the car speed, select "Unlock Championships" to unlock everything in the game or toggle the "Ghost" option to disable the game's collision detection (doesn't work in Time Trial mode).

See the Credits

Earn a record time in Time Trial mode as described above, then enter your name as "BGM" to see the game's credits.

THE HAUNTED MANSION

Cheat Codes

Enter the following codes at any time during gameplay (not while paused):

Invincibility—Hold Right on the D-pad and press X, B, B, B, X, B, Y, A

Weapon Upgrade—Hold Right on the D-pad and press X, X, Y, Y, B, B, B, A

Unlock "Level Select" option at the pause menu—Hold Right on the D-pad and press B, B, X, Y, Y, X, B, A

HITMAN 2

Level Select

At the main menu, press Right Trigger, Left Trigger, Up, Down, X, Y, B; a level select menu will appear

Cheat Codes

Enter any of the following codes at any time during gameplay. Note: You will not be able to finish any mission when any cheat is enabled.

Gravity—Right Trigger, Left Trigger, Up, Down, A, Left Trigger, Left Trigger

Lethal charge—Right Trigger, Left Trigger, Up, Down, A, Black, Black

Bomb on—Right Trigger, Left Trigger, Up, Down, A, Up, White

Megaforce—Right Trigger, Left Trigger, Up, Down, A, Right Trigger, Right Trigger (restart level to disable)

God mode—Right Trigger, Left Trigger, Up, Down, A, Right Trigger, Left Trigger, Black, White

All weapons—Right Trigger, Left Trigger, Up, Down, A, Up, X, A

Slo-mo—Right Trigger, Left Trigger, Up, Down, A, Up, Left Trigger

Full heal—Right Trigger, Left Trigger, Up, Down, A, Up, Down

All on (more powerful punches)—Right Trigger, Left Trigger, Up, Down, A, Up, Up

Nailgun on (allows you to pin enemies to the wall)—Right Trigger, Left Trigger, Up, Down, A, White, White

HUNTER: THE RECKONING

Secret Codes

At any time during the game—but not while paused—enter the following codes. All directional commands should be entered with the D-pad:

All weapons—B, Up, Left, Down, Right, B

Weapons do max. damage—Down, Down, B, Y, Down, Down

Random female voice sample—Right, Right, B

Random male voice sample—Left, Left, B

HUNTER: THE RECKONING—REDEEMER

Cheat Codes

Enter the following codes at any time during gameplay (not while paused):

Unlock Werewolf/increase Conviction skill—Y, Y, Y, Y, Up, Down, Up, Down

Unlock all Special Features—X, B, X, B, Up, Up, Down, Down

KELLY SLATER'S PRO SURFER

Secret Codes

From the main menu, select "Extras," then select "Cheats." Next, enter any of the following codes at the next screen:

7 1 4 5 5 5 8 0 9 2—Mega cheat
6 1 9 5 5 5 4 1 4 1—All boards
3 2 8 5 5 5 4 4 9 7—All levels
9 4 9 5 5 5 6 7 9 9—All surfers
7 0 2 5 5 5 2 9 1 8—All suits
6 2 6 5 5 5 6 0 4 3—All tricks
2 1 2 5 5 5 1 7 7 6—Max stats
2 1 3 5 5 5 5 7 2 1—Perfect balance
2 1 7 5 5 5 0 2 1 7—High jumps
8 7 7 5 5 5 3 8 2 5—1st-person view
8 1 8 5 5 5 1 4 4 7—Trippy graphics

LEGENDS OF WRESTLING

Unlock All Wrestlers

At the main menu, quickly press **Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X.** A message will appear to confirm the code.

LINKS 2004

Unlock All Courses

At the main menu, press **Left Trigger + Right Trigger + X + Y** simultaneously. You'll hear a sound to confirm that all of the courses have been unlocked.

Cheat Code

Select "My Player" from the main menu and create a character with the name "SafariTK" to unlock all Skill Points, Challenges and Career Mode tours. Note: This player profile will not work with Xbox *Live*; it can only be used while playing offline.

THE LORD OF THE RINGS: THE RETURN OF THE KING

Increase Experience

At any time during the game, press **START** to pause, then enter the code listed below for the character you're playing to increase that character's experience by 1,000 points:

Aragorn—Hold **Left Trigger + Right Trigger**, press **Up, X, Y, A**
Frodo—Hold **Left Trigger + Right Trigger**, press **Down, Y, Up, Down**
Gandalf—Hold **Left Trigger + Right Trigger**, press **B, Y, Up, Down**
Gimli—Hold **Left Trigger + Right Trigger**, press **B, B, Y, A**
Legolas—Hold **Left Trigger + Right Trigger**, press **A, Y, Up, A**
Sam—Hold **Left Trigger + Right Trigger**, press **Y, A, Down, A**

THE LORD OF THE RINGS: THE TWO TOWERS

Secret Codes

At any time during the game, press the **START** button to pause, then enter any of the following codes. Use the D-pad to enter the directional commands.

Restore health—Hold **Left Trigger + Right Trigger** and press **Y, Down, A, Up**
Restore missiles—Hold **Left Trigger + Right Trigger** and press **A, Down, Y, Up**
All Level 2 upgrades—Hold **Left Trigger + Right Trigger** and press **B, Right, B, Right**
All Level 4 upgrades—Hold **Left Trigger + Right Trigger** and press **Y, Up, Y, Up**
All Level 6 upgrades—Hold **Left Trigger + Right Trigger** and press **X, Left, X, Left**
All Level 8 upgrades—Hold **Left Trigger + Right Trigger** and press **A, A, Down, Down**
1,000 upgrade points—Hold **Left Trigger + Right Trigger** and press **A, Down, Down, Down**

MACE GRIFFIN: BOUNTY HUNTER

Cheat Codes

At any time during gameplay, equip the Electro-Cash weapon, then enter any of the following codes. You must enter the codes quickly or they may not register. A message will appear to confirm each code:

Invincibility—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, X, Y**
Unlimited ammunition—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, X, X**
Double damage—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, Y, Y**
One-hit kills—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, A, A**
Auto focus—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, B, A**
Big head—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, B, B**
Floating camera—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, Y, X** (Note: After entering this code, you will be unable to enter any of the above codes and you will need to restart your mission in order to proceed)

MAT HOFFMAN'S PRO BMX 2

Cheat Codes

At the "Press Start" screen, quickly enter any of the following codes. You'll hear a sound effect after entering each code correctly.

Perfect balance—**Down, Up, X, Down, Up, X, Down, Up, X**
Adrenaline meter always full—**Down, A, A, A, Right Trigger, Right Trigger, Right Trigger**
All riders have fiery hands and feet—**Down, B, B, A, A, Right Trigger, Right Trigger**
Invisible bikes—**Down, Up, Left, Down, Right, Down, Left, Up**
Unlock Day Smith—**B, Up, Down, Up, Down, Y**
Unlock Vanessa—**B, Down, Left, Left, Down, Y**
Unlock Bigfoot—**B, Right, Up, Right, Up, Y**
Unlock Mime—**B, Left, Right, Left, Right, Left**
Unlock Volcano—**B, Up, Up, A, Up, Up, A**
Unlock "vegas" rags (rider options)—**X, Left Trigger, Left Trigger, Up, Up**
Unlock "gear" rags (rider options)—**X, B, Left, Right, Left, X**
Unlock Tiki Battle mode—**Left Trigger, Left Trigger, Down, Right Trigger, A, Left Trigger**
Unlock all levels in all modes except Road Trip—**Y, Right, Right, B, Down, Y**
Unlock Chicago in Road Trip mode—**Y, Up, B, Up, B, Y**
Unlock Las Vegas in Road Trip mode—**Y, Right Trigger, Left, Left Trigger, Right, Y**
Unlock New Orleans in Road Trip mode—**Y, Down, Right, Up, Left, Y**
Unlock Boston in Road Trip mode—**Y, Up, Down, Down, Up, Y**
Unlock Los Angeles in Road Trip mode—**Y, Left, B, B, Left, Y**
Unlock Portland in Road Trip mode—**Y, A, A, B, B, Y**
Unlock all music tracks—**Left Trigger, Left, Left, Right, Right, Right, A, A**
No on-screen displays—**Down, B, X, A, Y**

MAX PAYNE

Cheats Menu

At the main menu, press and hold **Left Trigger + Right Trigger + Left Thumbstick + Right Thumbstick**, then press **White, Black, Black, White, White, Black**

MAX PAYNE 2: THE FALL OF MAX PAYNE

Unlock All Levels and Game Modes

At any time during gameplay (not while paused), press **X, X, X, A, Left, Right, Left, Right, X, X, X, A, Left, Right, Left, Right.** You won't get any confirmation that the code has been accepted, but if you return to the main menu and select "New Game," you'll find all of the modes and levels unlocked.

MAXIMUM CHASE

Codes

Choose "Option" from the main menu, then select "Cheat Code" and enter any of the following codes:

B 6 F C—Alternate color graphics
9 D E 5—Black & white graphics
A B D 7—High-contrast black & white graphics

MEDAL OF HONOR: FRONTLINE

Passwords

Enter any of the following codes at the Password screen from within the Options menu. The codes marked with an asterisk (*) activate cheats which must then be turned on at the Bonus menu.

N O H I T S F O R U—Bullet Shield*
B A S 5—Unlock Mission 2: A Storm in the Port
S T U R G E O N—Unlock Mission 3: Needle in a Haystack
P I K E—Unlock Mission 4: Several Bridges Too Far
T R O U T—Unlock Mission 5: Rolling Thunder
C A T F I S H—Unlock Mission 6: The Horten's Nest
S A L M O N—Earn a gold star for the level previous to the current level
F L I P B O O K—Unlock Extra movie, "From the Animator's Desk"
C O T O B R E A T H—Unlock Extra movie, "A Good Day to 'Dye'"

MEDAL OF HONOR: RISING SUN

Passwords

Choose "Options" from the Single Player Campaign menu, then select "Passwords" and enter any of the following codes. Once a code is in place, you must then select "Bonus" from the Options menu and press A to toggle the corresponding cheat on or off.

C A R D I N A L—Achilles Head
B E T T A—Rubber Grenades
B O X F I S H—All Replay Items
W R A S S E—Bullet Shield
B A N N E R—Immortality
P A R R O T—Invisible Soldiers
D O T T Y B A C K—Men With Hats
B A T F I S H—Silver Bullet
J A W F I S H—Unlimited Ammo
T U S K F I S H—Unlock all missions

MIDNIGHT CLUB II

Cheat Codes

Enter the following codes at the Cheat Codes screen, which is found under the Options menu:

g o t t a g o p o o—Unlimited nitro boosts for both cars and motorcycles*
a d a m a n t i u m—Indestructible vehicle/motorcyclists never bail*
l o v e n o t w a r—Enable machine gun and rockets (to fire machine guns, press the **Left Thumbstick**; pressing the **White Button** fires a rocket from under your hood)*
g r e a s e m o n k e y—Unlock all special abilities (nitro boosts, two-wheel driving, etc.)**
t h e c r u i s e—Unlock "Career" race type in Arcade mode**
t h e w o r l d i s m i n e—Unlock all cities in Arcade mode and Race Editor mode**
f l u f f y b e a r—Combines the effects of the * codes
h o t w i r e d—Combines the effects of the ** codes and unlocks all vehicles in Arcade mode
1 0 B 2 3—Combines the effects of the * codes and the ** codes and unlocks all vehicles in Arcade mode

MIDTOWN MADNESS 3

Unlock All Vehicles

At the main menu, click the **Left Thumbstick** and continue to hold it in while you enter the following code: **Left Trigger, Right Trigger, Left Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger.** If you've entered it correctly, all of the vehicles will be unlocked.

MIKE TYSON HEAVYWEIGHT BOXING

Secret Codes

At the title screen—when the words "PRESS START BUTTON" appear—quickly enter any of the following codes. When you press the last button in any code, hold it down until a confirmation message appears on the screen.

Unlock all modes and boxers—**X, B, Left Trigger, Right Trigger**
Big head mode—**X, B, Up, Down**
Small head mode—**X, B, Down, Up**
Two-dimensional mode—**Down, Up, B, X**

MINORITY REPORT

Secret Codes

Choose "Special" from the main menu, then select "Cheats," then "Enter Cheat Code" and enter any of the following codes:

B U T T E R U P—Restore player's health
S T R A P P E D—All weapons
M R J U A R E Z—Infinite ammo
L R G A R M S—Invincibility
Q U I T E R—Level skip
P A S S K E Y—Level warp all
S L I Z O M I Z O—Slomo button
B O U N Z M E N—Bouncy men
S P I N A C H—Super damage
S T Y L I N—Dramatic finish
C L U T Z—Wreck the joint
S T E E L U P—Armor
C L U M S Y—Rag doll
S L U G G E R—Baseball bat
F P S S T Y L E—Free aim
W I M P—Ending scene
D I R E C T O R—Unlock all movies
N I N J A—Unlock all combos
S K E T C H P A D—Unlock concept art
M A X I M U M H U R T—Unlock Pain Arenas

MISSION IMPOSSIBLE: OPERATION SURMA

Level Select

Choose "Profiles" from the main menu and highlight the name "Jasmine Curry." Now hold **Left Trigger + Right Trigger + Y** and press **B**; you'll be sent back to the main menu where you'll find a new "Levels" option, allowing you to warp to any area in the game. Note: You will not be able to save your progress after entering this code.

MLB SLUGFEST 2004

Secret Codes

Enter any of the following codes at the "versus" screen just before the game starts. The numbers represent the number of times you must press the **X, Y** and **B** buttons followed by a direction on the D-pad. For example, to enter the "Rocket Park" code (3-2-1-Up), press **X** three times, **Y** two times and **B** once, then press **Up** on the D-pad.

1-1-1-Down—Cheats Disabled
3-0-3-Up—Extended Time For Codes
4-4-4-Down—Unlimited Turbo
3-0-0-Left—Max. Batting
0-3-0-Left—Max. Power
0-0-3-Left—Max. Speed
2-4-2-Down—16" Softball
2-4-2-Up—Rubber Ball
0-0-4-Right—Whiffle Bat
0-0-4-Up—Log Bat
0-0-3-Up—Ice Bat
0-0-2-Up—Blade Bat
0-0-4-Left—Mace Bat
0-0-5-Up—Spike Bat
0-0-1-Up—Bone Bat
2-0-0-Right—Big Head
2-0-0-Left—Tiny Head
3-3-3-Up—Coliseum Stadium
3-2-1-Up—Rocket Park Stadium
3-3-3-Down—Monument Stadium
3-2-1-Down—Midway Park Stadium
3-2-1-Right—Empire Park Stadium
3-3-3-Left—Forbidden City Stadium
3-2-1-Left—Atlantis Stadium
2-1-0-Right—Pinto Team
2-1-1-Right—Horse Team
2-1-2-Right—Eagle Team
2-2-0-Right—Lion Team
1-0-3-Down—Dwarf Team
1-1-3-Down—Gladiator Team
1-3-3-Down—Bobble Head Team
1-0-2-Down—Dolphin Team
1-1-2-Down—Scorpion Team
1-2-2-Down—Sub-Zero Team
1-3-2-Down—Rodeo Clown Team
1-1-0-Down—Minotaur Team
2-2-2-Down—Olshan Team
2-2-2-Up—Rivera Team
2-3-2-Down—Napolitano Team
2-1-1-Down—Evil Clown Team
2-3-1-Down—Alien Team
2-3-3-Down—Casey Team
1-0-1-Down—Little League
2-2-2-Right—Team: Todd McFarlane
3-3-3-Right—Team: Terry Fitzgerald

MX UNLEASHED

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following passwords for the desired cheats:

S T U P E R C R O S S—Unlock Supercross tracks
E C O N A T I O N—Unlock National tracks
S W A P P I N—Unlock "Pro Physics" option at the setup menu (before a race)
O B T G O F A S T—Expert AI (allows you to set the opponent difficulty above 100 at the setup menu before a race)
S Q U I R R E L D O G—50cc Bikes
B I G D O G S—500cc Bikes
C L A P P E D O U T—Complete career

NBA INSIDE DRIVE 2004

Cheat Codes

Choose "Options" from the main menu, then select "Codes" and enter the following codes:

I m f l y i n g—Easy alley-oops
h o t s a u c e—Unlimited turbo
r a i n i n g 3 s—Easy three-pointers
m o o n c h y—Tiny players
u n l i m i t e d—All points available for created players
a r e l e s s—Accept all trades
f u n k y—ABA Ball
c h a n g e b a l l—WNBA Ball
x s n s p o r t s—Xbox Ball
c o n c e r t s p i k e—Beach Ball
d i e g o—Soccer Ball
b a m b i b o o m—Volley Ball
c h a l k—8 Ball
d o w n t o w n—Chicago Skyline Stadium

Hidden Players

Choose "Options" from the main menu, then select "Codes" and enter "icecream"—you'll get a message to confirm that the hidden players are unlocked. Next, choose "General Manager" from the main menu, then select "Create Player" and enter any of the following names to unlock the corresponding hidden player.

Keith Anderson
Marc Boyer
Vince Bryant
Kyle Casperson
Andrew Cheng
Mark Cuban
Marion Dreo
Ed Federmeyer
Kerry Ganofsky
Derek Harper
Roland Herran
Jeremy Jones
Gavin Kennedy
Altair Lane
Kevin Lepeska
Darryl Lewis
Chad Long
Jay Box
Tyler Brunkhorst
Ben Cammarano
Moon Chan
Rich Coons
John Davis
Jamie Evans
Jeremy Fischer
Steve Gehrke
Mark Harrington
Isaac Hunt
Dan Kaufman
John Kopecky
Franck Le Ouay
Evan Lerer
Peter Lewis
Fred Love

Rod Love
An Nguyen
Roosevelt Pittman
Scot Scott
Semmy Sebastian
Corey Stisser
Erich Waas
Terry Wellmann
Michael Wilford
Erik Lundegaard
Dave Perea
John Rodman
David Seabaugh
Scott Slaby
Nicholas Thompson
Mike Wang
Lisa Wells
Tom Youtsey

NBA JAM

Secret Codes

Choose "User Profiles" at the main menu and create a profile with one of the following names. When you choose that profile, the corresponding cheats will be active:

• Enter "C R E D I T S" to unlock the secret *NBA JAM* development teams

• Enter "- P O I N T S" to earn 100,000,000 Jam Points to spend at the Jam Store

• Enter "- L P P -" to unlock all secret characters, secret teams, courts, apparel, cheats and development artwork

NBA LIVE 2004

Secret Codes

Choose "My NBA Live" from the main menu and select "NBA Codes." Enter the following codes to unlock special shoes and gear in Create Player mode:

P O U Y 9 8 5 G Y 5—Unlock all shoes
7 2 5 J K U P L M M—Unlock all Hardwood Classics jerseys
E R T 9 9 7 6 K J 3—Unlock all NBA Gear
Y R E Y 5 6 2 5 W Q—Unlock all Team Gear
8 7 8 4 3 H 5 F 9 P—Unlock 15,000 NBA Store points

NBA STREET VOL. 2

Secret Codes

Select "Pick Up Game" from the main menu, choose "home" or "away" and select a user name. At the "Ready" prompt, you'll see a message at the bottom of the screen that says "Enter cheat codes now." Enter any the following codes at this time; if you entered a code correctly, you'll hear the sound of a car alarm being set:

Big heads—Hold **Left Trigger**, press B, X, X, B
Small players—Hold **Left Trigger** and press Y, Y, B, X
ABA ball—Hold **Left Trigger**, press B, X, B, X
WNBA ball—Hold **Left Trigger**, press B, Y, Y, B
Ball trails—Hold **Left Trigger**, press Y, Y, Y, X
No interface graphics—Hold **Left Trigger** and press X, B, B, B
All jerseys unlocked—Hold **Left Trigger** and press B, Y, X, X
All courts unlocked—Hold **Left Trigger** and press X, Y, Y, X
All Street Legends unlocked—Hold **Left Trigger** and press B, Y, X, Y
All NBA Legends unlocked (except Michael Jordan)—Hold **Left Trigger**, press B, Y, Y, X
NBA Legend Michael Jordan unlocked—Hold **Left Trigger** and press B, Y, B, B
Unlimited Turbo—Hold **Left Trigger** and press X, X, Y, Y
Explosive rims—Hold **Left Trigger** and press B, B, B, Y
No Trick Counters—Hold **Left Trigger** and press Y, Y, B, B
Fast players—Hold **Left Trigger**, press Y, B, Y, X
Easy two-pointers—Hold **Left Trigger** and press Y, B, X, Y
Hard two-pointers—Hold **Left Trigger** and press Y, X, B, Y

NEED FOR SPEED UNDERGROUND

Cheat Codes

Enter any of the following codes at the main menu; you won't hear any confirmation sound when doing so. Note: The codes must be entered quickly or they may not work.

Unlock all Circuit tracks in Quick Race mode—**Down, Right Trigger, Right Trigger, Right Trigger, Black, Black, Black, X**
Unlock all Sprint tracks in Quick Race mode—**Up, Black, Black, Black, Right Trigger, Down, Down, Down**
Unlock all Drag tracks in Quick Race mode—**Right, X, Left, Right Trigger, X, Left Trigger, White, Black**
Unlock all Drift tracks in Quick Race mode—**Left, Left, Left, Left, Right, Black, Right Trigger, White**

NFL STREET

Cheat Codes

Enter the following names when creating a new User ID. Note that you can only use one User ID profile at a time, so only one cheat can be activated per player.

Travel—All stadiums unlocked
Classic—NFL Legends team unlocked
Kay Slay—Kayslay team unlocked
Excellent—X-ecutioners team unlocked
AW9378—All AFC and NFC All-Stars teams unlocked

NHL RIVALS 2004

Secret Codes

Choose "Options" from the main menu, then select "Unlocks" and enter these codes:

B L I B B E T—Microsoft All-Stars
X S N S P O R T S W E S T—XSN Sports West All-Stars
X S N S P O R T S E A S T—XSN Sports East All-Stars
C U J O W E S T—NHL Rivals West All-Stars
C U J O E A S T—NHL Rivals East All-Stars
A I R H O C K E Y—Zero ice friction
D E A D B O A R D S—No-bounce dasherboards
S H O O T O U T—All Snipers
B R U I S E R S—All Enforcers
P E S T F E S T—All Agitators
E V E N S T E V E N—All balanced
I N V I S I B L E M A N—Invisible players
T I N Y T Y K E S—Small players
B I G D U D E S—Big players
C A F F E I N E—Unlimited speed burst
H O W I T Z E R—Big shots
B I G B I S C U I T—Big puck
T H E S T R E A K—Heavy shot trails
H E A V Y P U C K—Gravity

OUTLAW VOLLEYBALL

Unlock All Characters

Select "Exhibition" from the main menu. When the character-select screen appears, hold **Left Trigger** and press **Left, White, Right, White** to unlock all of the characters.

Change Character Proportions

Enter either of the following codes at any time during gameplay:

Increase Upper Body—Hold **Left Trigger** and press B, Up, Up, B, Y
Big Head Mode—Hold **Left Trigger** and press B, A, B, Y

PIRATES OF THE CARIBBEAN

Cheat Codes

Enter the following codes at any time during gameplay:

God Mode ON—A, Y, X, X, Y, Y, B, Y, X, A
100,000 Gold—A, X, Y, B, Y, B, X, B, B, A
50 Skill Points—A, B, Y, X, Y, B, B, Y, B, A
Reputation Set to Neutral—A, X, Y, X, Y, B, B, Y, B, A

PITFALL: THE LOST EXPEDITION

Cheat Codes

At the title screen, hold **Left Trigger + Right Trigger** and enter any of the following codes. Release the triggers after each code to see a confirmation message.

Infinite water in canteen (must acquire canteen first)—**Left, X, B, Down, X, A, X, B**
Faster attacks—**Left, Right, B, Up, B, Right, Left**
Play as Nicole—**Left, Up, Down, Up, B, Up, Up**
Play as old-school Pitfall Harry—**Y, Left, Down, X, B, Y, Y, Left**
Unlock *Pitfall!* at the New Game/Load Game menu—**B, B, Left, Right, B, X, A, Up, B**
Unlock *Pitfall II: Lost Caverns* at the New Game/Load Game menu—**Left, Right, Left, Right, Y, Y, Y**

PRISONER OF WAR

Secret Passwords

Enter any of the following codes at the "Passwords" screen:

F A R L E Y M Y D O G—Unlock everything in the Secrets menu
G E R T E N G S—Unlock all chapters
A L L T I M E S—Be informed of all events in the day

PROJECT GOTHAM RACING

Cheat Code

At the "load or create new" screen, select "create new driver." Next, select "driver name" and enter your name as "Nosiiw." Note that only the first letter is capitalized. Now all of the cars, body paint styles, courses and stages are unlocked.

QUANTUM REDSHIFT

Secret Cheats

At the "Select Profile" screen, choose "Create New Profile," then enter "CHEAT" as your profile name. New menu items called "Easter Eggs" and "Cheats" will appear within the "Options" menu. Now you can enter the following codes at the "Enter Cheat Code" screen from within the Cheat menu. Note that each code is case-sensitive.

F i s h F a c e—Infinite Turbo
T h i n k B a t—Infinite Shield
R I C E l t u p—Fully upgrade all characters
N e m a t o d e—Unlock all characters
h e a d S L A P—Unlock all circuits
z o o m Z O O M—Unlock all speeds
C H O C c h o c—Unlock all easter eggs

REDCARD 20-03

Unlock Everything

Choose "Load/Save" from the main menu, then select "Create/Load Profile" and create a new profile with the name "BIGTANK". All of the secret teams, stadiums and Finals Mode will be unlocked

ROCKY

Secret Codes

Enter the following codes at the main menu:

Unlock all boxers and arenas—Hold **Right Trigger** and press **Up, Down, Down, Left, Left, Left Trigger**
Boxers punch harder—Hold **Right Trigger** and press **Right, Down, Left, Up, Left, Left Trigger**
Boxers move faster—Hold **Right Trigger** and press **Down, Left, Down, Up, Right, Left Trigger**

ROGUE OPS

Cheat Codes

At any time during gameplay, press **START** and enter the following codes while the game is paused. Note: Not all of the codes will work in all stages.

Half damage—**X, X, Y, Y, Left, Left, Right, Right, Y, Y, X, X**
Enemy bullets cause no damage—**Left, Right, Right, Left, X, Y, Y, X**
Invincibility—**Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Right, Right, Left, X, X**
Infinite ammo—**X, Y, X, Y, X, Y, X, Y, Left, Y, X, Y, X, Y, X**
One-shot kills—**Y, Left, Right, Right, Left, Y, Black, White, Y, X, X**
Unlimited Fly Cam—**Left, Left, Right, Right, White, White, Black, Black, X, X, Y, Y**
Unlimited TOC—**Y, Y, X, X, Left, Left, Right, Right, Left, Black, White, Black**
M7 shoots Frag Grenades—**Black, White, Right, Right, Left, Left, Right, Right, White, Black, X, Y**
Crossbow shoots Frag Grenades—**Left, Right, Right, Left, X, Y, Black, White, X, Y, Left, Right**
M7 shoots Rockets—**X, Left, Right, Black, White, Right, X, White, White, White, Black, Left, Left**
Crossbow shoots Rockets—**Right, Right, Left, Left, Black, Black, White, White, Y, Y, X, X**
Big weapons for Nikki—**X, X, X, X, Y, Y, Y**
All enemies become skeletons—**Left, Left, Right, Left, Right, Left, Right, Right, Right**
All character models have big feet—**Right, Right, Right, Left, Right, Left, Right, Left, Left, Left**
Skip the current scene—**Black, X, Black, Y, Black, Left, Black, Right, Black, White, White, X, White, Y, White, Left, White, Right, X**
Skip to the La Casa Negra stage—**Left, Right, Right, Left, Y, X, White, Black, Y, Y, X** (Note: This code will only work in the Training stage)
Skip to the Forsythe Museum stage—**White, Black, Right, Left, Left, Black, White, X, X, X, White** (Note: This code will only work in the La Casa Negra stage)
Skip to the Silo 7 East stage—**Black, Black, Right, Right, Right, Black, White, X, White, X, White** (Note: This code will only work in the Forsythe Museum stage)
Skip to the Magyar Klub stage—**White, Black, Right, Left, Left, Black, Y, White, X, X, X** (Note: This code will only work in the Silo 7 East stage)
Skip to the Stauffer Bank stage—**White, Y, Y, Left, Left, Black, White, Right, X, Right, Right** (Note: This code will only work in the Magyar Klub stage)
Skip to the Reliance Shipping Company stage—**White, Black, Right, Y, Left, White, Left, Left, X, Y, X** (Note: This code will only work in the Stauffer Bank stage)
Skip to the MDD Research Station stage—**White, Black, Right, Left, White, Black, Right, X, Y, X, X** (Note: This code will only work in the Reliance Shipping Company stage)
Skip to the Installation K stage—**White, Black, Right, White, Left, Y, White, Y, Right, Right, Left** (Note: This code will only work in the MDD Research Station stage)
See game ending—**White, Black, X, X, Left, Black, Black, X, X, White, X** (Note: This code will only work in the Installation K stage)

SCOOBY-DOO! NIGHT OF 100 FRIGHTS

Cheat Codes

At any time during the game, press the **START** button to pause, then enter any of the following codes. The codes must be entered quickly or they may not work.

All Power-ups—Hold **Left Trigger + Right Trigger** and press B, X, B, X, B, X, X, X, B, B, X, B, B, B
Unlock Cinematics in Credits—Hold **Left Trigger + Right Trigger** and press X, B, B, X, B, X
Unlock All Warp Gates—Hold **Left Trigger + Right Trigger** and press X, X, B, X, X, B, X, B, B, B
Unlock Monster Gallery Movies—Hold **Left Trigger + Right Trigger** and press X, X, X, B, B, B, X, B, X

SECRET WEAPONS OVER NORMANDY

Cheat List

Enter the following codes at the title screen. After you hear the sound confirmation for correct entry for each code, select New Game.

Invincibility—**Up, Down, Left, Right, Left, Left, Right, Right, Left Trigger, Left Trigger, Right Trigger, Right Trigger, White, Black**
Unlimited ammunition—**Up, Right, Down, Left, Up, Right, Down, Left, Left Trigger, Right Trigger**
Unlock all Instant Action environments—**Left, Right, Up, Down, Left, Right, Left Trigger, Right Trigger, Left Trigger, Right Trigger**
Big head—**Right, Up, Left, Down, Right, Up, Left, Down, Right, Left Trigger, Right Trigger, Left Trigger, Right Trigger**

THE SIMPSONS: HIT & RUN

Cheat Codes

Choose "Options" from the main menu, then hold the **Left Trigger** and **Right Trigger** at the options menu and enter any of the following codes. A beeping horn will confirm correct code entry. You can also enter these codes during a game by selecting "Options" from the pause menu, but you won't hear a confirmation sound.

Invincibility—**Y, A, Y, A**
Unlimited top speed—**X, X, X, X**
Fast acceleration—**Y, Y, Y, Y**
Press horn to make vehicle jump—**X, X, X, Y**
Destroy vehicles with one hit—**Y, Y, X, X**
Enable speedometer—**Y, Y, B, X**
Replace secret vehicle in each mission with Red Brick Car—**B, B, Y, X**
Play Kang & Kodos dialogue during credits—**A, A, X, X, Y** (choose "View Credits" from the Options menu)
Show graphic wireframes—**B, A, B, Y**
Extra camera angles—**B, B, B, A**
With the "extra camera angles" code in place, choose "Settings" from the in-game Options menu; two additional camera settings will be available while you're on foot, with six new camera settings while you're in a vehicle. If you choose the "Debug Camera," you can use Controller 2 to set the camera anywhere you wish. The **Left Thumbstick** aims the camera, but if you click the **Left Thumbstick** by pushing it into the controller, you can also use it to move the camera's position.

THE SIMPSONS: ROAD RAGE

Secret Codes

Enter any of the following codes at the "Options" screen. After entering the code correctly, you'll hear a special sound effect.

Drive Red Soapbox Car—Hold **Left Trigger + Right Trigger** and press B, B, Y, X
Drive as Smithers in Mr. Burns' Car—Hold **Left Trigger + Right Trigger** and press B, B, Y, Y
Drive Nuclear Bus—Hold **Left Trigger + Right Trigger** and press B, B, Y, A
Drive as New Year's Krusty—Hold **Left Trigger + Right Trigger** and press B, B, X, Y
Drive as Halloween Bart—Hold **Left Trigger + Right Trigger** and press B, B, X, A
Drive as Thanksgiving Marge—Hold **Left Trigger + Right Trigger** and press B, B, X, B
Drive as Christmas Apu—Hold **Left Trigger + Right Trigger** and press B, B, X, B
Extra camera views—Hold **Left Trigger + Right Trigger** and press B, B, B, B
Nighttime mode—Hold **Left Trigger + Right Trigger** and press A, A, A, A
Slow-Motion mode—Hold **Left Trigger + Right Trigger** and press A, B, Y, X
Flat characters—Hold **Left Trigger + Right Trigger** and press X, X, X, X

SONIC HEROES

Metal Teams

Select "2P Play" from the main menu, choose a game and select any team. At the stage-select screen, select a stage with the A button, then immediately press and hold A + Y while the game loads. When the game starts, your team will consist of metal versions of the characters you chose.

SPIDER-MAN

Secret Codes

From the main menu, select "Specials," then select "Cheats" and enter any of the following codes:

K O A L A—All "Combat Controls" enabled
I M I A R M A S—Unlock all stages in "Level Warp"
H E A D E X P L O D Y—Unlock "Pinhead Bowling" in Training menu
A R A C H N I D—Unlock all of the above + all "Gallery" items
O R G A N I C W E B B I N G—Unlimited web fluid
R O M I T A S—Unlock "Next Level" option at the Paused menu
U N D E R T H E M A S K—First-person view

SPLASHDOWN

Cheats Menu

Choose "Options" from the main menu, then hold **Right Trigger** and press **Up, Up, Down, Down, Left, Right, Left, Right, X, B, X, B.** You will automatically enter a "Cheats" menu where you can enter any of the following codes:

A l l C h a r—Unlock all characters
P a s s p o r t—Unlock all courses
F e s t i v a l—Unlock all videos
L a P i n a t a—Unlock all characters and wetsuits
A l l O u t A I—Tougher opponents
H o b b l e—Weaker opponents
P M e t e r G o—Max. Performance Meter
I B e l i e v e—Time trial ghost is a UFO
F 1 8—Time trial ghost is an F-18 jet

SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM

Cheat Codes

At any time during the game, press the **START** button to pause, then hold **Left Trigger + Right Trigger** and enter any of the following codes. Note: The codes must be entered quickly or they won't register.

Restore health—X, X, X, X, Y, X, Y, X, Y, Y, Y, Y
1, 000 Shiny Objects—Y, X, X, Y, Y, X, X, Y
10 Spatulas—X, Y, Y, X, X, Y, Y, X
Bubble Bowl power-up—X, Y, X, Y, X, X, Y, Y
Cruise Bubble Bowl power-up—Y, X, Y, X, Y, Y, X, X
Cruise control for Cruise Bubble—X, X, X, X, Y, Y, X, X, Y, X, Y, X
Always Shrapnel Bob death animation—X, X, X, X, Y, Y, X, X, Y, X, X, X, Y
Unlock all monsters in Monster Gallery (in Police Station)—X, Y, X, Y, Y, X, Y, X
Unlock Art Gallery (in Theatre)—Y, X, Y, X, X, Y, X, Y
Increase Shiny Object values—Y, X, Y, X, X, Y, X, X, X, Y, Y, Y, Y, X, X, Y
Enemies become faster and smarter—X, X, X, Y, Y, X, X, X, Y, X, Y, Y, X, Y, Y
Villagers cheer when you do tricks—Y, Y, Y, Y, X, Y, X
Stand near villagers to acquire health—Y, Y, Y, Y, Y, Y, X, X, X, X, Y, Y
Villagers take Shiny Objects when near—Y, Y, Y, Y, X, X, Y, Y, X, X
Hit villagers to acquire Shiny Objects—Y, Y, Y, Y, Y, X, Y, X, X, Y, X, Y
Big Plankton—Y, Y, Y, Y, X, Y, Y, X, Y, X, X, X, X
Small villagers—Y, Y, Y, Y, Y, X, Y, X, Y, X, Y, X
Small co-stars—Y, Y, Y, Y, X, Y, X, Y, Y, Y, Y, Y
Spongebob has no pants—X, X, X, X, Y, X, X, Y, X, Y, Y, Y, X
Invert up/down camera controls—Y, X, X, X, X, X, X, Y
Invert left/right camera controls—Y, Y, X, X, X, Y, Y

SSX TRICKY

Secret Codes

Enter the following codes at the title screen, when the words "Start Game" and "DVD Content" appear. You'll hear a special sound effect after releasing **Left Trigger + Right Trigger** for each code. For all the codes except the first one, you will not be able to see the effects until gameplay begins. For example, for the Mix Master Mike code, he won't appear on the character select screen, but after choosing any character, he will appear when gameplay begins.

Maximum stats for all characters—Hold **Left Trigger + Right Trigger** and press **Y, Y, Right, Y, Y, Down, A, A, Left, A, A, Up**
Play as Mix Master Mike—Hold **Left Trigger + Right Trigger** and press **A, A, Right, A, A, Down, A, A, Left, A, A, Up**
Special outfit and board for Elise only—Hold **Left Trigger + Right Trigger** and press **A, A, Right, B, B, Down, Y, Y, Left, X, X, Up**
Board sticks to the ground more easily—Hold **Left Trigger + Right Trigger** and press **X, X, Right, Y, Y, Down, B, B, Left, A, A, Up**

STAR WARS JEDI KNIGHT: JEDI ACADEMY

Cheat Codes

Enter any of the following codes at any time during gameplay; you'll hear a confirmation sound each time you enter a code correctly.

Invincibility—Hold **Right Thumbstick**, press **Down, Up, Left, Right, Down, Up** on the D-pad, release **Right Thumbstick**
All Force Powers—Hold **Right Thumbstick**, press **Left, Down, Right, Up, Down, Down** on the D-pad, release **Right Thumbstick**
Un limited Force Powers—Hold **Right Thumbstick**, press **Up, Down, Up, Left, Up, Right** on the D-pad, release **Right Thumbstick**
Skip the current mission—Hold **Right Thumbstick**, press **Up, Up, Down, Down, Left, Right** on the D-pad, release **Right Thumbstick**

STAR WARS JEDI KNIGHT II: JEDI OUTCAST

Secret Codes

At the main menu, select "Extras," then select "Cheats" and enter any of the following codes. You'll hear a special sound effect upon entering a correct code.

B I S C U I T—Infinite ammunition
B U B B L E—Infinite health
F U D G E—Start with lightsaber
P E E P S—Unlock all multiplayer characters
C H E R R Y—Unlock all levels up to Yavin Temple
F L I C K Y—Unlock all Movie Viewer items

STAR WARS: JEDI STARFIGHTER

Cheat Codes

Select "Code" from the Options menu and enter any of the following codes:

A R T O O—Invincible mode
L O N G O—Unlock all story missions and bonus features
D A R O N—Director mode

STAR WARS: OBI-WAN

Unlock All Missions

At the title screen, select "New Game" and enter your name as "GREYTHERAT." You'll begin playing at the bonus Battle Royale mission. To access any other mission in the game, press **START** to pause, then press **X** to go to the Select Mission screen.

STARSKY & HUTCH

Cheat Code

When creating a new profile, enter the name "VADKRAM" on your license plate to unlock all seasons and episodes in Story Mode as well as all Free Roam areas, TV Stations, and Locker features.

STATE OF EMERGENCY

Cheat Codes

Enter any of the following codes at any time during the game:

Unlock Spanky—**Right, Right, Right, Right, Y**
Unlock Freak—**Right, Right, Right, Right, B**
Unlock Bull—**Right, Right, Right, Right, A**
Invulnerable—**White, Left Trigger, Black, Right Trigger, A**
Infinite time—**White, Left Trigger, Black, Right Trigger, B**
Infinite ammo—**White, Left Trigger, Black, Right Trigger, Y**
Punches decapitate—**White, Left Trigger, Black, Right Trigger, X**

TENCHU: RETURN FROM DARKNESS

Paused Screen Cheats

At any time during the game, press **START** to pause, then enter any of the following codes at the Paused screen. (Note: Not all of the codes will work in Multiplayer mode.)

Restore health—**Up, Down, Up, Down, X, X, X**
Kuji meter +1—**Left, Left, Left, Right, X**
Maximum Kuji Meter—Hold **Left Trigger + Right Trigger** and press **Left, Left, Left, Right, X**
Increase attack power—Hold **Right Trigger + White** and press **Up, Down, Up, Down**, then release **Right Trigger + White** and press **X, X, X**
Show time & score—**Right, Right, Right, Left**
Increase score by 100 points—Hold **White + Black** and press **Right, Right, Right, Left**

Unlock All Characters

At the title screen—while the words "Press Start Button" are flashing—hold **White + Black** and press **Up, Right, Left, Down**, then release **White + Black** and press **Left Trigger, Right Trigger**

Unlock All Missions/Enemy Layouts

Enter the following codes at the Mission Select screen

Unlock all missions—**White, White, Left Trigger, Right Trigger, Right, X, Left Thumbstick, Right Thumbstick**
Unlock all layouts—**Right Thumbstick, Left Thumbstick, Left Trigger, Right Trigger, White, Black**

Item Screen Cheats

Enter the following codes at the Items screen:

Increase number of available items—Hold **Left Trigger + Right Trigger** and press **Up, Left, Down, Right, X, X, X**
Unlock all hidden items—Hold **Left Trigger + Right Trigger** and press **Up, Down, Up, Down, X, X, X, Left, Right, Left, Right, X, X, X**
Remove item carry limit—Hold **Left Trigger + Right Trigger + White** and press **Up, Up, Down, Down, Left, Right, Left, Right** then release ONLY the **White** button and press **X, X, X**

Bonus Mission

At the title screen—while the words "Press Start Button" are flashing—press **White, Up, Black, Down, Left Trigger, Right, Right Trigger, Left**; you'll hear a sound to confirm. Now press **START** and you'll find a new option at the main menu called "Through the Portal," a bonus mission for Rikimaru.

Alternate Dialogue

At the title screen—while the words "Press Start Button" are flashing—hold **Left Trigger + Right Trigger** and press **Down, X, X, Up, X, X, Left, X, X, Right, X, X**; you'll hear a sound to confirm. Now choose "Sound" from the Options menu; you'll find a new Language setting called "B-Side" that changes the character dialogue in Story mode.

TERMINATOR 3: RISE OF THE MACHINES

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter the following codes:

Y X B B A A B X—Invincibility
X A Y Y Y A X B—Unlimited ammunition
Y B A B A X Y X—All weapons (present)
A A A X B X B B—All weapons (future)
X Y Y X B A A B—Unlock all levels
B B B A X Y X Y—Unlock all exclusive movies
B B B X B Y B B—Unlock all in-game movies
A B A B X B Y B—Unlock all stills
B B B X B A Y A—Unlimited continues
B B X X X B A Y—T-X has 50% less HP in every fight
B Y A A _ _ _ _—Terminator has 50% less HP in every fight
B X X X B A Y A—T-X has 50% more HP in every fight
A Y A Y _ _ _ _—Terminator has 50% more HP in every fight
A B B B X Y A B—Unlock *Missile Command* in Special Features menu
A B B B X Y B A—Unlock *Centipede* in Special Features menu
A B B B X Y B X—Show *T3* development team at loading screen

TIGER WOODS PGA TOUR 2004

Passwords

Choose "Options" from the main menu, then select "Password" and enter any of the following codes:

THEKITCHENSINK—Unlock all golfers and courses
SHERWOOD TARGET—Unlock Target World Challenge at Game Modes menu
YJHk342B—Unlock all Nike sponsorship items for purchase
9ttreSTR—Unlock all Adidas sponsorship items for purchase
cgTR78qw—Unlock all Callaway Golf sponsorship items for purchase
CL45etUB—Unlock all Cleveland Golf sponsorship items for purchase
FDGH597i—Unlock all Maxfli sponsorship items for purchase
kjnMR3qv—Unlock all Odyssey Golf sponsorship items for purchase
R4530rTe—Unlock all PING sponsorship items for purchase
BRt3498Z—Unlock all Precept sponsorship items for purchase
cDsa2fgY—Unlock all TAG Heuer sponsorship items for purchase
TS345329—Unlock all TourStage sponsorship items for purchase

TOM CLANCY'S SPLINTER CELL

Level Select

Enter !LAMAUDITE!! at the name entry screen; you'll begin the game with all levels unlocked.

TONY HAWK'S PRO SKATER 4

Cheat Codes

Select "Cheat Codes" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Paused" menu.

l i m y e l l o w—Always Special
b e l i k e e r i c—Perfect Rail
f r e e w h e e l i e—Perfect Manual
m o o n $ h o t—Moon Gravity
f b i a g e n t—Matrix Mode
b u m p e r r u b—Perfect Skitch
4 p 0 s e r s—Stats at 13
W a t c h _ M e _ X p l o d e—Unlock everything

TONY HAWK'S UNDERGROUND

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. After entering a code, start a game, then pause and select "Cheats" from the in-game Options menu to toggle the code on or off.

g e t i t u p—Moon gravity
k e e p i t s t e a d y—Perfect manual
l e t i t s l i d e—Perfect rail

TOTALED

Cheat Codes

Enter any of the following codes during any in-game "Loading" screen:

Unlock everything—**Up, Down, Left, Right, A**
Press **Y** to jump during gameplay—**Y, Left, Right, A**
Opponent cars don't drive—**Left, Left, A**
All opponents try to hit you—**Down, Up, A**
Infinite Nitros—**Right, Left, A**
No Nitros—**Right, Left, Left, A**

TRUE CRIME: STREETS OF L.A.

Unlock All Upgrades

During gameplay, press **START** to pause and enter the City Map screen (you must be outside). Press **Up, Right, Down, Left, Up, A.** All cars, driving maneuvers, guns, gun upgrades, attacks and grapples will be unlocked. Note that all Bonus Missions will be unavailable after entering the code.

Unlock Snoop Dogg Missions

During gameplay, press **START** to pause and enter the City Map screen (you must be outside). Press **Right Trigger, Left Trigger, Up, Right, Left, Down, Left Thumbstick, Right Thumbstick, A, X.** Now save and exit out of the game. Load the saved game and enter the Mission select screen. Select the Snoop Dogg missions by choosing the Snoop Dogg head icon.

Play as Different Characters

Select New Game at the main menu. Enter the following codes at the license plate screen to play as different characters from the game. You must hold down **L + R** when selecting "OK" to make the code work.

R O S A—Rosie Velasquez
H U R T _ M 3—Rosie in lingerie
F A T T—George
B 1 G 1—Chief Wanda Parks
F U Z Z—Officer Johnson
B 0 0 Z—Bum
5 W A T—5WAT
M 1 K 3—Commando
T F A N—Gangster
P H A M—Butcher
M N K Y—Thug
B 0 0 B—Punker girl
M R F U—Asian gangster
H A R A—Asian worker
T A T S—Tattoo lady
P 1 M P—Pimp
B R U Z—Boxer
H A W G—Biker
J A S S—Donkey
J 1 M M—Zombie

TUROK: EVOLUTION

Secret Cheats

At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes:

S E L L O U T—Unlock level select
E M E R P U S—Unlock invincibility
S L E W G H—Unlock invisibility
T E X A S—Unlock all weapons
M A D M A N—Unlock unlimited ammo
H E I D—Unlock big heads
Z O O—Play Zoo mode

WHACKED!

Secret Cheats

At the main menu, select "Gameshow Mode." Create a new profile using any of the following names to unlock the corresponding items:

A R O U N D D A W O R L D—Unlock all arenas, weapons, and Theater items
F O O D F I G H T—Unlock all characters and Theater items

X-MEN: NEXT DIMENSION

Unlock Characters & Costumes

At the main menu, hold the **Left Trigger** and press **Right, Right, Left, Left, Down, Up, B.** A message will appear telling you that you have unlocked 10 characters and three new costume sets for 25 characters.

PlayStation tips

AKUJI THE HEARTLESS

Debug Menu
Pause the game, then hold **L2** or **R2** and press **Left, Up, Up, △ , Right, □, Left, △, Up, Down, Right, Right.** This gives you access to the level select menu

Invincibility
Pause the game, then hold **L2** or **R2** and press **Right, Right, Left, △, X, Up, O, Left.**

Unlimited Voodoo Spells
After earning a Voodoo Spell, pause the game, then hold **L2** or **R2** and press **Left, △, Left, Left, O, Left, △, Right, O, Up, Up, Down**

ARC THE LAD COLLECTION

Hidden Game
Load the "Making of *Arc the Lad*" disc, then—when the menu appears—press O, O, X, □, □, △, O, X, □ **START.** A hidden checkers game, "*Arc the Lad* Slime Time!" will appear.

CD Debug Menu
Load the "The Making of *Arc the Lad*" disc, then—when the menu appears—press O, □, then O seven times, then □, then **START.** A menu will appear, showing you the names of all the files and folders in the root directory of the CD. If you change discs, you can refresh the menu by pressing the **START** button...and if you highlight the name of an executable file and press X, the PlayStation will run that program. The main program file in most PS one games has a filename that begins with the letters "SLUS" or "SCUS"—but you wouldn't want to execute these files anyway, because doing so will usually just launch the game in question as if it had been loaded normally. Look for executable program modules which are meant to be run from within the main program, usually after certain conditions and variables have been set up. These usually have a .EXE extension, but not always. Because you may be skipping important parts of a game's loading sequence by doing this, executing such files will usually crash the PlayStation and you'll be forced to start over. However, some games have very interesting features which can be accessed this way. A few examples:

Motor Toon Grand Prix—Execute the "R.EXE" file to play the hidden "*Motor Toon Grand Prix R*" mini-game

Alundra—Execute the "END.EXE" file to view the ending, or the "CLOSING.EXE" file to view the credits

Jersey Devil—Load the "CREDITS.EXE" file to view the ending credits

Zero Divide—Load the "RETURN.EXE" file to play the secret "*Tiny Phalanx* "mini-game (with Controller 2)

If you mess around with this trick, please be aware that you'll be toying with your games in a way that's not approved by Sony or anybody else, so don't blame us if you get unpredictable results or if something screwy happens with your memory card.

ARMY MEN: SARGE'S HEROES

Unlock All Levels
At the main menu, hold **L1 + R1 + □** and press **Up, Down, Left, Right.** After entering the code correctly, you'll hear a special sound effect.

All Weapons & Infinite Ammo
At any time during gameplay, press **START** to pause, then press □, O, **R1, L1.** You must press this button combination quickly, otherwise it won't work. After entering the code correctly, the words "Power Up!" will zoom out from the center of the screen

ARMY MEN: SARGE'S HEROES 2

Invincibility
At any point during gameplay, press **START** to pause the game, then press □, O, **L1, R1.** Next, press **START** to unpause. If you entered the code correctly, the words "Invincible!" will appear on the screen.

All Weapons & Lots of Ammo
At any point during gameplay, press **START** to pause the game, then press □, O, **R1, L1.** Next, press **START** to unpause. If you entered the code correctly, the words "Power Up!" will appear on the screen.

ATV RACERS

Cheat Codes
Choose "Options" from the main menu, then enter any of the following codes at the Options screen:
Unlock all characters—**Left, Right, L1, R2, R1, L2,** □, O
Unlock all cups and courses—**L1, L2, R2, R1, Left, Right,** □, O

BALLERBURG: CASTLE CHAOS

Cheat Codes
Choose "Manage Player" from the Options menu (or start a new game with no save on your memory card to make the Player Management screen appear automatically). Create a new player with one of the following names to play with the corresponding cheat activated:
all levelz—Unlock all campaigns
all spellz—Unlock all spells
m0re g0ld—Unlimited gold (note: the "0" symbols are the number zero)
no cheatz—Deactivate cheats
dbalster—View programmer's secret message

Main Menu Cheats
Enter the following codes at the main menu:
Unlimited gold—**Up, Right, Down, Left,** □, O, □, O
Deactivate cheats—**Up, Left, Down, Right,** □, O, □, O

BLACK DAWN

Secret Deathmatch Mode
At the main title screen, hold **SELECT + R2** on both controllers; the title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Atari's classic top-down two-player *Combat* game, complete with "wraparound" screen.

Access All Levels
At the main title screen, hold **Left + L2** and press **SELECT;** you'll hear a sound to confirm the code. Now start the game; you'll have access to all of the missions from the "Insertion Points" map.

Complete Current Mission
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2,** △, △, △, **Down, Down, Down.**

Maximum Fuel & Ammo
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2,** △, △, △, O.

Acquire Wingman
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2,** □, □, □, O.

Maximum Weapons
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, L1, L2, R1, R2.**

Upgrade Gun
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, SELECT, SELECT, SELECT.**

Upgrade Current Weapon
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, L1, L1, R1, R1.**

BLADE

Unlock Secret Cheats
Enter any of the following codes at the main menu. You'll hear a special sound effect upon entering a correct code. Then, in the middle of gameplay, press **START** to pause and select "Cheat Menu" from the pause screen. From here you'll be able to toggle on and off all the cheats that you've unlocked.
Unlock Infinite Weapons—**Down, Right, Up, Left, L2, L1, R2, R1**
Unlock Infinite Health—**Left, Left, Left, Right, L2, L1, R2, R1**
Unlock All Items—**Right, Left, Up, Down, L2, L2, R2, R2**

BRAVO AIR RACE

Secret Vehicles
At the main title screen menu, hold **R1 + L2** on Controller 2 and rapidly tap the **SELECT** button (also on Controller 2) 20 times; you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen: an F-16 and a stealth fighter

CASTLEVANIA CHRONICLES

Extra Option
At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right,** O, X. If you entered the code correctly, the "Extra Option" screen will appear automatically.

Sound Module Setting
At the main menu, move the cursor to either "Original Mode" or "Arrange Mode." Next, hold **L1 + R2** and press X. Now you can choose from three additional soundtrack variations before the game begins.

CENTIPEDE

Unlock All Stages
Choose "Adventure" from the main menu. When the stage select screen appears, press **R1, R1, R2, R1;** now you can choose any stage.

Extra Lives
Start a game in Adventure mode, then press **START** to pause. At the pause screen, press **L1, L1, L2, L1;** you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing **Right** on the D-pad at the "Paused" screen.

CRASH TEAM RACING

Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than "Adventure."
Unlock Penta Penguin—**Hold L1 + R1** and press **Down, Right,** △, **Down, Left,** △, **Up**
Unlock Ripper Roo—**Hold L1 + R1** and press **Right,** O, O, **Down, Up, Down, Right**
Unlock Dr. N. Tropy—**Hold L1 + R1** and press **Down, Left, Right, Up, Down, Right, Right**
Unlock Papu Papu—**Hold L1 + R1** and press **Left,** △, **Right, Down, Right,** O, **Left, Left, Down**
Unlock Komodo Joe—**Hold L1 + R1** and press **Down,** O, **Left, Left,** △, **Right, Down**
Unlock Pinstripe—**Hold L1 + R1** and press **Left, Right,** △, **Down, Right, Down**
Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—**Hold L1 + R1** and press **Right, Right, Left,** △, **Right, Down, Down**
Super Turbo Pads—**Hold L1 + R1** and press △, **Right, Right,** O, **Left**
Infinite Bombs—**Hold L1 + R1** and press △, **Right, Down, Right, Up,** △, **Left**
Infinite Wumpa Fruit—**Hold L1 + R1** and press **Down, Right, Right, Down, Down**
Infinite Masks—**Hold L1 + R1** and press **Left,** △, **Right, Left,** O, **Right, Down, Down**
Invisibility—**Hold L1 + R1** and press **Up, Up, Down, Right, Right, Up**
Unlock Scrapbook—**Hold L1 + R1** and press **Up, Up, Down, Right, Right, Left, Right,** △, **Right**

DESCENT

Cheat Codes
Each of the following codes can be enteres at any time during gameplay—*not* while the game is paused. Some of the codes can be deactivated by entering the same code again.
Turbo Mode—Press □, △, O, □, O, X, □, X, O, △, □, X
Shield Recharge—Press △, △, X, □, △, O, △, X, □, X, △, X
Bright Display—Press □, △, O, □, □, X, O, △, □, O, X, △
Invincibility—Press □, △, O, □, □, △, O, O, □, △, □, X
Access All Keys—Press □, X, O, △, X, △, △, X, △, X, △, X
Access All Weapons—Press △, □, O, X, △, □, X, △, □, X, O, □

Stage Select/Extra Difficulty Levels
Enter the following code during gameplay (not while paused): △, □, □, △, O, O, □, □, △, O, □, □. The words "Full Level Access Granted" will appear on the screen, indicating that a cool cheat code is in place. Now pause the game and choose "Quit Game", then select "New Game" from the main menu. Note that two new difficulty levels have appeared, "Ace" and "Insane". Better yet, you'll find that when you reach the galaxy map screen, you can move around and start the game at any stage, including the secret levels.

DESCENT MAXIMUM

Cheat Codes
Enter the following codes during gameplay (not while paused):
All Weapons, Energy and Shields—□, △, O, □, △, □, X, □, O, △, □, X

TIPS & TRICKS Reader Art Gallery

by Ryan Kehlenbeck, Canoga Park, CA

by Jacob Stroud, Hemet, CA

by Bedie Henderson, Hueytown, AL

by Augustine Trujillo, Albuquerque, NM

All Keys—□, △, X, △, O, △, X, △, X, △, □, X
Invincibility—△, X, △, O, X, △, □, X, △, X, O, △
Cloak—X, △, O, □, O, △, □, X, △, X, △, O
Full Shields—△, X, O, □, □, X, O, △, □, X, O, □
Go Wingnut—△, □, O, △, X, □, △, O, □, △, X, O
Turbo—△, □, O, X, □, X, O, □, △, O, X, X
Extra Life—△, X, □, O, △, X, □, X, O, X, △, O,
Robots Move Fast, but Fire Slow—△, X, □, □, △, O, □, X, O, □, △, O
Colors—△, X, O, △, □, O, X, △, X, △, O, X
More Colors—□, △, O, □, △, □, X, △, X, △, O, X
All Keys and Open All Levels—△, □, O, X, △, □, △, X, △, □, X, O
All Accessories—□, △, O, X, X, △, □, X, O, □, O, X

DORA THE EXPLORER: BARNYARD BUDDIES

Stage Select
Choose "Options" from the main menu, then press **L2, L1, R2, R1** at the options menu. A stage-select option will appear.

DRAGON BALL Z: ULTIMATE BATTLE 22

Unlock All Characters
At the main title screen, quickly press **Up, △, Down, X, Left, L1, Right, R1**. If you've entered the code correctly, you'll hear a chime and another video sequence will begin, followed by a new title screen that says *"Dragon Ball Z: Ultimate Battle 27."* Now all of the secret characters have been unlocked.

EQUESTRIAN SHOWCASE

Cheat Codes
Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:
G E N I E _ I N _ A _ B O T T L E—Unlock all difficulty levels, events, locations, horses and special weather options
T U D O R _ P A R K _ R E G I M E—All horses have max stats
P H A R _ L A P—Horse's stamina meter always full
M R _ H A P P Y—No dressage failures
T A N T A L U S _ B I G _ A I R—Rider flies much farther during falls
K A N A H O O K A—Tiny horses
A L V I N—High-pitched sounds
H U M W A W A—Low-pitched sounds
C H R I S T M A S _ S N O W—Snow at menu screens
N E W _ Y E A R S _ E V E—Fireworks at menu screens
E Q _ D E V T E A M—Show development team photo in the background of the "Credits" sequence

FEAR EFFECT

Cheat Codes
From the main menu, select "Options," then select "Credits." Enter any of the following codes while the credits are rolling. You'll hear a special sound effect and the screen will flash red after entering a correct code.
One-Hit Kills—**L1, △, Up, Down**, O, O, △, □, **Down, R1**
Expert Mode— **Down, Down, Down**, △, **Down, Down, Down**, □, **Left, Right**
Instant Puzzle Solutions—**L1**, △, **Up, Down**, O, O, **Down, Down, Down, Up**
Infinite Health—**L1**, △, **Up, Down**, O, O, △, □, **Right**, □
Max Ammo—**L1**, △, **Up, Down**, O, O, △, □, **Left**, △

FORSAKEN

Secret Cheat Menu
At the main menu, highlight "Options" and press **Left, Right, Left, Right**. Next, press X to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage

GEKIDO: URBAN FIGHTERS

Cheats
To enter these codes, you must first get a high score (with the default high scores, your score must be over 1,000 points). Enter the following codes as your name at the high score name entry screen after your game is over to get the corresponding effect. All unlocked cheats will appear in the "Options" menu and must be toggled on for them to work.
D E F O R M A N I A—Unlock Deformed mode
B O N E C R A C K—Unlock Skeleton mode

GEX: ENTER THE GECKO

Invincibility
During the game, press **START** to pause, then hold the **L2** button and press **Left, Right**, △, **Down, Right, Left**.
Infinite Lives
During the game, press **START** to pause, then hold the **L2** button and press **Up, Up, Down, Right**, △, **Down**

GRAND THEFT AUTO

Cheat Codes
Press □ at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects:
W E Y H E Y—Start with 9,999,990 points
B L O W M E—Display map coordinates
E A T T H I S—Max. "Wanted" level
T H E S H I T—Unlock all missions and start with 99 lives, all weapons, infinite ammo and all items

GRAND THEFT AUTO: LONDON 1969

Secret Codes
Start a new game. At the character-select screen, press □ to change your character's name to any of the following words. The effects of these codes are cumulative, so you can enter one code, then exit the game and enter another to combine effects.
S W E E N E Y—Display coordinates on the screen
G R A S S—No police
O L D B I L L—Maximum filthometer
S I D E B U R N—Bonus multiplier starts at x5
B I G B E N—Start with 9,999,990 points
M C V I C A R—Start with 99 lives
R A Z Z L E—Stage select
H A R O L D H A N D—Activates all of the above, plus all weapons with infinite ammo and all items

GRAND THEFT AUTO 2

Secret Codes
From the main menu, select "Play," then press X again to change your name to any of the following codes. You'll get no special confirmation after entering a correct code.
B I G S C O R E—Start with $1,000,000
N A V A R O N E—Start with all weapons and 99 ammo
H I G H F I V E—Start with x5 Multiplier
L O S E F E D S—No Police
W U G G L E S—Display Coordinates
I T S A L L U P—Area Select
L I V E L O N G—Start with unlimited health
D E S I R E S—Start with maximum Wanted Level

HOT SHOTS GOLF

All Access Code
First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold **L1 + L2 + R1 + R2** on Controller 2, then as soon as you see the screen flash bright white, quickly press **Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left** on Controller 2. You must continue to hold all four L and R buttons during this process and you must finish entering the code before the *Hot Shots Golf* logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.
Mirror Courses
At the Course Select screen, highlight a course, hold **L1 + L2**, press X to lock in your selection and continue to hold **L1 + L2** until the course loads. When it does, it will be a "mirrored" version of the normal course.
Mirror Characters
At the Character Select menu, highlight a golfer, hold **L1** and press X. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

HOT SHOTS GOLF 2

Unlock Everything
From the main menu, select "New Game." Then, at the following screen, enter "2GSH" to unlock all courses and characters.

INTERNATIONAL TRACK & FIELD

Secret Surprises
• In the Long Jump or Triple Jump, if all three digits of your jump distance are the same (e.g. 1.11 meters, 2.22 meters, etc.) a mole will appear from the ground.
• In the Shot Put, if all three digits of your throw distance are the same (e.g. 1.11 meters, 2.22 meters, etc.) a dinosaur will appear behind the crowd.
• In the Hammer Throw, if the number before the decimal point in your throw distance matches the number after the decimal (e.g. 1.01 meters, 21.21 meters, etc.) a balloon will appear from the crowd.
• In the Discus Throw, if the number before the decimal point in your throw distance matches the number after the decimal (e.g. 1.01 meters, 21.21 meters, etc.) a flock of pigeons will appear in the sky.
• In the Javelin Throw, if you throw with maximum power at an angle of over 60 degrees, you'll hit a U.F.O., which will fall into the stadium.
• In the High Jump, if you qualify with your first attempt, set the bar at least 40cm higher for your second attempt. If you make it, a blimp will appear during your third jump
• In the Pole Vault, if you qualify with your first attempt, set the bar at least 40cm higher for your second attempt. If you make it, a space shuttle will appear during your third jump.
Skimpier Swimsuits
At the Game Select menu, highlight "100m Free Style" and press **Up, Up, Down, Down, Left, Right, Left, Right**, O, X. Instead of the standard one-piece swimsuits, the contestants will all be wearing bikinis.

INUYASHA

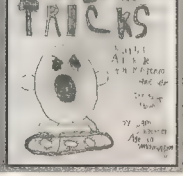
Cheat Codes
Enter any of the following codes at the main menu screen:
Unlock all characters except Totosai—**Up, Right, Down, Left, Up, Right, Down, Left**
Unlock Totosai—Hold **R2** and press **Up, Up, Down, Down, Left, Left, Right, Right, Up, Left, Down, Right, Up, Left, Down, Right**
Unlock Demon Inuyasha—Press **Up, Up, L1, L1, Down, Down, R1, R1, Up, Up, L1, L1, Down, Down, R1, R1** (Note: Demon Inuyasha is not available in Feudal Fairy Tale mode)
Secret Message
If you hold the **R1** button before the title screen appears, you'll hear a secret message in Japanese after the name of the game is spoken. The secret message will be different depending on which character announces the title.

JET MOTO

Cheat Codes
Go to the Options screen and set the Difficulty to "Professional" and the Laps Per Race to "6" Press **START**. At the title screen, press O, O, O, □, △, △, □, △. You will hear a sound and a word balloon which says "Codes Enabled" will appear. You can now enter the following codes at the title screen for different effects:
2 Player vs. CPU—O, □, **R2**, O, △, **L2, Right, Up**
Double Stunt Points—**Right, Up**, O, **L2**, △, O, **R1, R2**
Unlimited Turbos—△, O, **Right, R2, Up**, □, **Up**, △
Rocket Racer—△, **Up, Up, L2, L2, Up, Up, Up**
Multiple Camera Angles—△, **Down**, □, △, **L1, L1, R1, R1**
No Resistance—□, **L1**, △, **Right, L1, Down, R2**, △
Super Ability—**Down**, O, **Left, L1, Left, Right, Left, Right**
Air Brakes—**R1, R2, Right, L2, Up**, O, **Up**, O
Ice Racing—**Up, R2, R1, Right, L1**, □, **Right, Right**
Access All Tracks
At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter option to "Male". Now press **START**; when the yellow highlight appears on the menu at the bottom of the title screen, press **Up, Right, Down, Left, Up, Right, Down, Left**. Next, choose "Options" again and set the Difficulty to "Professional" and the Trophy Presenter to "Rider's Choice." Press **START** again; when the main menu reappears, press **Up, Left, Down, Right, Up, Left, Down, Right**. You'll hear a signal to confirm the code. You now have access to all of the tracks in all game modes; there's also a fourth difficulty setting called "Master" at the Options menu.

JET MOTO 2

Access All Tracks
Note: The following cheats require you to adjust settings at the Options menu. When you do so, always remember to exit the Options screen by pressing the **START** button or by highlighting "EXIT" and pressing the X button; if you exit the options screen by pressing the △ button, your changes will not be retained and the codes won't work.
To access all of the tracks—including the alternate tracks—follow these steps:
1) At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "5".
2) Choose "1 Player" at the main menu; highlight Li'l Dave, press X, then press △ until you get back to the main menu.
3) At the main menu, quickly press **Up, Down, Left, Right, R2, R1, L2, L1**; you won't get any confirmation of this code.
4) Return to the Options menu and set the Laps Per Race to "3".
5) Choose "1 Player" at the main menu; highlight Wild Ride, press X, then press △ until you get back to the main menu.
6) At the main menu, quickly press **Up, Left, Down, Right**, □, **R2**, O, **L2**; you will hear a signal to confirm this code.
7) At the Options menu, set the Difficulty to "Amateur" and the Turbo to "Off".
8) Choose "1 Player" at the main menu; highlight Bomber, press X, then press △ until you get back to the main menu.
9) At the main menu, quickly press **Up, Down, Left, Right, Up, Down, Left, Right**; you won't get any confirmation of this code.
10) At the Options menu, set the Difficulty to "Professional" and the Turbo to "On".



by Sam Schaeffer, Westminster, MD

by John Yost, Hyattsville, MD

by Ryan Barnhart, Helena, MT

by Will Sweeney, Massapequa, NY

11) At the main menu, quickly press **R2, R1, L1, L2, R2, R1, L1, L2;** you will hear a signal to confirm this code. Now you can access all of the tracks.

Secret Character/Extra Difficulty Setting
At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "6". Then, at the main menu, quickly press **Left, □, Down, △, Right, ○, L1, R1;** you will hear a signal to confirm this code. Now Enigma is available at the character-select screen; there's also a new difficulty setting at the options menu called "Insane."

JUDGE DREDD
Secret Codes
To enter the following codes, you must first play the game until you earn a score that's good enough to make the high score table. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:
I P E M O N 7—Deformed characters
7 L O V E S E X Y 7—See the ending
I B E D S T R A W I—10 credits
I E I K K I N—Invincibility

KAGERO: DECEPTION II
Sound Test
When the words "Press Start" appear at the title screen, press **R1** four times, then **R2** six times. Now you can find a new option called "Sound Test" at the main menu.

LARGO WINCH://COMMANDO SAR
Cheat Code
At the main menu, press **SELECT, □, □, ○, ○, △, □, △, ○.** A cheat menu will appear with "Invisible" and "Silent" options; turn them on and the game's enemy characters will not see or hear you. Select "Continue" to access a stage-select menu (press **Left** or **Right** to choose any stage)

LOADED
Cheat Codes
At any time during the game, press the **START** button to pause. When the pause menu appears, hold the **L1** and **L2** buttons for approximately ten seconds; this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the **L1** and **L2** buttons a little bit longer. After the cursor is locked up, continue to hold the **L1** and **L2** buttons and enter the following codes to add cheat options to the pause menu:
Ammo—**Down, Right, ○, Left, Right, ○** (select this option to boost your ammo)
Health—**Right, Right, Left, Down, Down, Up, △, ○** (use this option to refill your energy meter)
Power—**Right, Down, Right, △** (this option will power-up your weapon)
Lives—**Left, Down, Right, △, □, ×, ○** (this option gives you one extra life each time you press the button)
Smart—**R1, R2, ×, △, □, ○, R1, R2, ○, ○, □** (get one extra smart bomb each time you press the button)
Skip Level—**×, R1, △, R1, □, ○, R2, R2, ×, □, △, ×** (use this option to skip the current level and start on the next stage)

LUNAR: SILVER STAR STORY COMPLETE
Hidden Game
Put the "Making of *Lunar*" CD in your PlayStation and turn it on. As soon as the video begins to play, press **Up, Down, Left, Right, △, START.** You'll access a secret mini-game—similar to Atari's *Warlords*—for up to eight players.
View All FMV Scenes
After entering the "Hidden Game" code above, open the PlayStation and replace the "Making of *Lunar*" CD with either of the two game discs. Now select "Exit" from the mini-game menu; you'll see all of the FMV scenes on the disc you've loaded.

MARBLE MASTER
Cheat Code
Choose "Single Player" from the main menu, then select the "Enter Code" option and enter the code "U N L O C K" to unlock all of the missions in Mission mode. Note that this code uses the smaller letters except for the large "U."

MEDAL OF HONOR: UNDERGROUND
Secret Passwords
At the main menu, select "Options," then select "Passwords." At the following screen, enter any of the following passwords to obtain the corresponding result.
D W I E C R A N S—Staff screens
M O H U E Q U I P E—More staff screens
M O H D E S S I N S—Cartoon gallery
R I C O C H E T—Bouncing Bullets
L A T I R E U S E—Podoski Mode
B A L L E S V I T E—4x Firing Rate
P U I S S A N C E—Invulnerability Mode
A U T O D I N G U O—Wacky Taxi Mode
Unlock Everything
First, enter E N T R E Z V O U S as a password. Now you may enter any of the following passwords:
P O R T E C L E F S—Unlock everything except Panzerknacker Unleashed!
L E M O N S T R E—Unlock Panzerknacker Unleashed

MIRACLE SPACE RACE
Cheat Codes
Choose "Options" from the main menu, then enter these codes at the Options screen:
Unlock all characters—**Left, Right, L1, R2, R1, L2, □, ○**
Unlock all cups and courses—**L1, L2, R2, R1, Left, Right, □, ○**

MOTOR TOON GRAND PRIX
Secret Saves
(Note: This code requires a memory card.) Choose "Replay Theater" from the main menu, highlight "Replay Video," hold the **R1** button and press × or ○. Instead of loading videos from the memory card, you'll see 20 "Team SCEI" videos of amazing races by the game's creators. Watch these videos to learn how to become a better racer; press × or ○ during each video to switch to the standard camera angle.
Secret Ghosts
(Note: This code requires a memory card.) At the Time Attack menu, highlight "Load Ghost from Video..." hold the **R1** button and press × or ○. Instead of loading a saved ghost from your memory card, you can choose to race with a ghost from one of the "Team SCEI" videos made by the game's creators.
Extra Options
At the main menu, highlight "Options", hold **L1 + L2 + R1 + R2** and press ×. Now the option menu has many additional settings.

MTV'S CELEBRITY DEATHMATCH
Secret Codes
Choose "Credits" from the main menu, then enter either of the following codes while the credits are rolling:
Unlock all characters—**○ + △, Left, Left, Left**
Weapons appear more frequently—**R2, L2, R1, L1**
Secret Characters
If you hold **L1 + R1** when choosing your fighter at the match-up screen, you'll play as one of the following secret characters:
Dave Connelly—**Hold L1 + R1** and select Cleo
Chris Harvey—**Hold L1 + R1** and select Frankenstein
Martin Jajam—**Hold L1 + R1** and select Tommy Lee
Zeebo the Dummy—**Hold L1 + R1** and select any character except Cleo, Frankenstein or Tommy Lee

NASCAR 98
Turbo Mode
At the Game Options menu, hold the ○ button and press **Up, Left, Down, Right;** a new "Turbo Mode" option will appear.
Secret Cars
At the Main Menu, choose "Single Race;" when the Race Setup menu appears, highlight the "Select Car" option and enter one of the following codes:
• EA Sports car—Highlight the Kenny Wallace car, hold the × button and press **Up, Down**
• Pinnacle Trading Cards car—Highlight the Bobby Labonte car, hold the × button and press **Up, Down**

NASCAR '99
Secret Drivers
Choose Single Race from the main menu, then do the following:
• To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press **Left, Up, Right, □, ×, ○, L1, L2, R2, R1.** There will be a brief pause and the sound of an engine will follow if entered correctly.
• To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press **Up, ×, Down, R1, Left, ○, Right, □, L2, R2.** There will be a brief pause and the sound of an engine will follow if entered correctly.
• To race as Alan Kulwicki, select the Bristol (Day) track, highlight "Select Car" and quickly press **R1, R1, R2, R2, □, □, ○, ○, ×, ×.** There will be a brief pause and the sound of an engine will follow if entered correctly.
• To race as Cale Yarborough, select the Darlington track, highlight "Select Car" and quickly press **Up, Up, Up, □, □, □, Left, ○, ○, Left.** There will be a pause and the sound of an engine will follow if entered correctly
• To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press **Up, R1, Right, ○, Down, ×, Left, □, L1, R1.** There will be a brief pause and the sound of an engine will follow if entered correctly.
• To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press **R2, R2, L1, L1, L2, L2, R1, R1, R2, L1.** There will be a brief pause and the sound of an engine will follow if entered correctly.

NASCAR 2000
Unlock Montana Track
At the Race Setup screen, move the cursor to "Select Track" and quickly press **L1, L1, R1, R1, □, L2, L2, R2, R2, ○** within four seconds. The currently selected track will automatically change on the screen
Unlock Hidden Drivers
At the Race Setup screen, move the cursor to "Select Driver" and input any of the following codes within four seconds. The current driver will change on the screen
Alan Kulwicki—**L1, R1, L2, R2, □, R1, L1, R2, L2, ○**
Benny Parsons—**L1, R2, R1, L2, □, R2, L1, R1, L2, ○**
Bobby Allison—**L1, R1, L1, R1, □, L2, R2, L2, R2, ○**
Davey Allison—**R1, L1, R1, L1, □, R2, L2, R2, L2, ○**
Cale Yarborough—**L1, L2, R1, R2, □, R1, R2, L1, L2, ○**
David Pearson—**L1, R1, R2, L2, □, R1, L1, L2, R2, ○**

NASCAR 2001
Secret Codes
Unlock alternate John Andretti Car—Hold **R1** and press □, △, □, △
Unlock KC Monoxide (#101)—Hold **L2** and press □, ○, ×, **Down, Up, Right, Left**
Unlock 'Shorty' Leung (#100)—Hold **R2** and press □, ○, ×, **Up, Down, Left, Right**
Unlock Jocko Michaels (#167)—Hold **L1** and press □, △, □, ○, □, ×
Unlock Asher Boldt (#153)—Hold **L2** and press □, ○, △, ×
Unlock Proving Grounds Track—Hold **R1** and press **Left, ○, Up, Down, Right, Right, Right**
Unlock Treasure Island Track—Hold **L2,** press □, ○, □, **Up, Up, Down, Up, Left, Right,** ×

NASCAR RUMBLE
All Tracks & More Cars
From the main menu, select "Game Options," then move the cursor to "Load and Save" and select the "Password" item. Enter the password "C 9 P 5 A U 8 N A A" to unlock lots of cars and every track.

NEED FOR SPEED: HIGH STAKES
Secret Vehicles
Enter the following passcodes as your user name to unlock the corresponding vehicle:
H O T R O D—Unlocks the Titan
F L A S H—Unlocks the Phantom
W H I R L Y—Unlocks the Police Helicopter
Slower CPU
In Tournament or Special Events mode, just after you select "Race," quickly hold **Left + □ + ○** until the race begins.
Blurry Mode
In any mode, just after you select "Race," quickly hold **Up + R1 + L2** until the race begins.
Turbo Mode
In any mode, just after you select "Race," quickly hold **Up + △ + ×** until the race begins. During the race, hold **Up** any time for a speed boost.

NEED FOR SPEED III: HOT PURSUIT
Cheat Codes
Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features:
M C I T Y Z—Empire City Bonus Track
X C N T R Y—AutoCross Hidden Track
X C A V 8—Caverns Hidden Track
P L A Y T M—The Room Hidden Track
G L D F S H—Scorpio-7 Hidden Track
M N B E A M—Space Race Hidden Track
L J A G X—Activate Jaguar XJR-15
A M G M R C—Activate Mercedes-Benz CLK-GTR
R O C K E T—Activate El Nino
S P O I L T—All cars and bonus tracks (not hidden tracks)
S E E A L L—All Camera Views

OGRE BATTLE
Secret Level
Select "New Game" and enter your name as "FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven."
Sound Test
Enter your name as "MUSICON" and you'll be able to access a sound test menu.

PINK PANTHER: PINKADELIC PURSUIT
Cheat Code
At the main menu, press **L1, L1, R2, R2, L2, L2, R1, R1, Left, Right, SELECT, START.** A new "Cheat" option will appear, allowing you to start the game with 9,999 coins, all keys, no enemies and no stalkers. Also, with this code in place, if you press **START** to pause during any stage, you'll see a new "Win" option at the pause menu. Choose this option to instantly complete the stage you're in.

TIPS & TRICKS Reader Art Gallery

by Jared Thorbahn, Newark, OH

by Joshua Kawahata, Hacienda Heights, CA

by John Knight, Horn Lake, MS

THE POWERPUFF GIRLS: CHEMICAL X-TRACTION

Secret Codes

Choose "Passwords" from the Options menu and enter any of the following codes:

Princess, Blossom, Fuzzy, Bubbles, Princess—Unlock Powerpuff Girls Bedroom

Sedusa, Buttercup, Mojo Jojo, Ace, Princess—Unlock Professor Utonium's Lab

Fuzzy, Ace, Blossom, Princess, Sedusa—Unlock Townsville Jail

Big Billy, Bubbles, Ace, Sedusa, Big Billy—Invincible Mode, Player 1

Ace, Big Billy, Fuzzy, Bubbles, Fuzzy—Invincible Mode, Player 2

Buttercup, Mojo Jojo, Sedusa, Big Billy, Princess—Chemical X-tra, Player 1

Ace, Princess, Blossom, Buttercup, Ace—Chemical X-tra, Player 2

Big Billy, Ace, Buttercup, Ace, Blossom—Unlimited X, Player 1

Sedusa, Bubbles, Ace, Bubbles, Big Billy—Unlimited X, Player 2

Blossom, Mojo Jojo, Princess, Sedusa, Ace—Unlock Bubbles' Super Scream

Ace, Blossom, Ace, Buttercup, Blossom—Unlock Blossom's Ice Breath

Ace, Fuzzy, Big Billy, Mojo Jojo, Ace—Unlock Buttercup's Tornado Spin

Princess, Buttercup, Bubbles, Ace, Ace—Power Damage, Player 1

Ace, Mojo Jojo, Blossom, Buttercup, Princess—Power Damage, Player 2

Bubbles, Fuzzy, Ace, Blossom, Ace—Super Health, Player 1

Ace, Ace, Buttercup, Fuzzy, Big Billy—Super Health, Player 2

Bubbles, Ace, Mojo Jojo, Princess, Ace—Disable game timer

Sedusa, Big Billy, Blossom, Ace, Buttercup—Unlock all characters and stages

RAGE RACER

Mirror Mode

At the Car Select menu, highlight "Race Start," hold **L1** + **R1** and press **START** and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed.

Custom Logo Colors

At the Team Logo design screen, highlight any color on the color pallette, hold **L1** + **L2** + **R1** + **R2** and press **SELECT**; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the pallette, highlight it, press **Up** or **Down** to highlight the red, green or blue pigment box, then hold the **R1** or **R2** button and press **Up** or **Down** to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press **SELECT** repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in the box.

RAMPAGE THROUGH TIME

Secret Passwords

From the main menu, select "Password," then enter any of the following passwords:

1 2 3 4 5—Unlock "Cheat" menu within "Options"

J O M 3 L—Unlock Neo Techno, Jurassic and Scumlabs stages in Challenge mode

J O 5 H S—Power Meter always full

RAZOR FREESTYLE SCOOTER

Unlock Everything

At any time during gameplay, press **START** to pause the game, then press **Right, Down, Right, Left, Right, Up, Right, Right**. A special message will appear at the top of the screen after entering the code correctly. You may have to quit the current game to observe all of the unlocked items.

RUSHDOWN

Unlock All Tracks

At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right,** △, O, △, O. Now all of the tracks will be available when you select Arcade Mode.

SAMMY SOSA SOFTBALL SLAM

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes:

Big Softball—**R1, R2, R1, R2, R1, R2**

Ball Cannon—**L1, L2, L1, L2, L1, L2**

SMALL SOLDIERS

Cheat Passwords

O, O, △, △, O, ×, □—Invincibility

△, △, O, O, O, ×, □—All Weapons

Stage Passwords

×, ×, △, □, □, ×, O, ×—Gorgon

□, ×, △, □, □, □, O, ×—Dimensional Temple

O, ×, △, □, □, O, O, ×—Floating Fortress

△, ×, △, □, □, △, O, ×—Spirit Bog

×, □, △, □, □, □, ×, △, ×—Canyon Village

□, □, △, □, □, □, △, ×—Creepy Caverns

O, □, △, □, □, O, △, ×—Space Ship

△, □, △, □, □, △, △, ×—Hall of Patriots

×, O, △, □, □, ×, ×, □—Graveyard

□, O, △, □, □, □, ×, □—Nuclear Mine

O, O, △, □, □, △, ×, □—Launch Center

△, O, △, □, □, △, ×, □—Uhaden Fier

×, △, △, □, □, ×, □, □—Garrison

□, △, △, □, □, □, □, □—Inner Sanctum

THE SMURFS

Level Select

From the main menu, select "New Game," then select "It's No Picnic." At the Choose Level screen that appears next, press **L1, Up, Up, Down, Up, Left, Left, Up, R2**. You'll hear a special sound effect if you've input it correctly and you'll be able to select any level.

SPEC OPS: AIRBORNE COMMANDO

Secret Menu

When the copyright screen appears (the one that says "Copyright 2002 Take-Two Interactive Software," etc.), press the **START** button on Controller 2. A menu of secret programmer options will appear, and you can use various buttons on Controller 2 to turn them on. Unfortunately, you'll only have a few seconds to activate the desired options before the next screen appears, after which you can no longer adjust the secret options (even though the secret menu will reappear during loading screens).

SPEC OPS: RANGER ELITE

Invulnerability

At the main menu, select "One Player Game." Next, enter R O C K S T A R as your name at the following screen. When you begin the mission, press **START** to enter the pause menu. A new menu item, "Invulnerable" may now be toggled on and off.

SPIDER-MAN 2: ENTER ELECTRO

Cheat Codes

From the main menu, select "Special," then select "Cheats" and enter any of the following codes. After entering each one correctly, Stan Lee will exclaim, "Excelsior!"

A U N T M A Y—Unlock Level Select, all costumes, all Gallery items and all Training items

A L I E N—Big head

S T A C E Y D—Big feet

V V I S I O N S—"What If" Mode

SPORTS SUPERBIKE 2

Secret Codes

Choose "Options" from the main menu, then select "Secret Codes" and enter the password "MIDAS" to unlock all tracks and all difficulty levels and clear all the skill tests. Unfortunately, this code also disables the steering assist and braking assist at all difficulty settings in addition to enabling bike damage.

STAR TREK: INVASION

Unlock Everything

At the "Stellar Cartography" screen, press **Up, Left, Down, Right, Up, Right, Down, Left, Up, L1** + **R1, L2** + **R2**. Each of the last two combinations of buttons must be pressed precisely at the same moment or the code won't work. The screen will flash white and the words "Cheats On" will appear after entering the code correctly.

STUART LITTLE 2

Cheat Codes

Enter any of the following cheat codes at the main menu screen:

Invincibility—**L2,** □, **L1,** O, **R2,** □, **L1,** O

Infinite ammo—□, **L1, R1, Up,** O, **L2, R2, Down** (the counter will go down to zero, but you'll still have ammo)

Unlock all levels at the "Visit Snowbell" menu—**R2, Left, Right, R1, L1, Up, Down, L2**

Unlock all movies in Gallery—O, **L2, Left, R1, R2, Right, L1,** □

Unlock new "Flycam" option at the pause menu (use the D-pad and buttons to move the camera around)—**Up, L1, Down, R1, R2, Down, L2, Up**

Display programmers' debug info—**Left, L1, L1, Right, R1, R1, Up, Down**

View all loading screens and level intro movie clips—**Right,** O, □, □, **R1, R2, Left, L2**

TETRIS PLUS

Stage Select

Choose Puzzle Mode and select the "Password" option. As soon as the password screen appears, press **Down, Down, Right, Up, Up, Right, Up, Up, Up, Right,** then repeat that same sequence of buttons again. Now press the × button; when the game starts, a stage-select menu will appear.

TONY HAWK'S PRO SKATER 3

Secret Codes

At any time during gameplay, press **START** to pause the game, then enter any of the following codes at the "Paused" screen. After entering a correct code, the pause menu will shake to confirm. Note. You will not be able to see the effects of the codes marked with an asterisk (*) unless you exit to the main menu or enter a different level.

Overall game speed is faster—Hold **L1** and press **Left, Up,** □, △

Slow-motion tricks—Hold **L1** and press **Left, Left, Up, Left, Left, Up,** ×

Flip entire level—Hold **L1** and press **Down, Down,** △, **Left, Up,** □, △

Perfect balance—Hold **L1** and press **Up, Down, Up, Up,** △, ×, △, △

Special meter always full—Hold **L1** and press △, **Right, Up,** □, △, **Right, Up,** □, △

Moon physics—Hold **L1** and press **Right, Up, Down,** ×, **Down, Up, Down,** ×, □

Kid mode—Hold **L1** and press ×, □, △, **Up, Right, Down,** □

Big head—Hold **L1** and press **Right, Up, Left, Down, Right, Up, Left,** ×

Wireframe graphics—Hold **L1** and press **Left,** □, **Left,** □, **Left,** □, **Up,** ×

Sim mode (realistic physics)—Hold **L1** and press **Up,** △, **Right,** O, **Down,** ×, **Left,** □, **Up,** △, **Right,** O, **Down,** ×, **Left,** ×

Smooth graphic textures*—Hold **L1** and press **Left, Left, Up, Up,** O, O, **Left,** □

Disco mode*—Hold **L1** and press **Left** 15 times, then O

Add "Skip to Restart" option to the Paused menu*—Hold **L1** and press **Up** nine times, then O, **Up**

End the current run with 100,000 points added to your score—Hold **L1** and press □, O, **Right,** □, O, **Right,** □, O, **Right**

The latter code is only useful during the Competition stages in Career mode; it will allow you to score high enough to earn a gold medal.

TREASURE PLANET

Cheat Codes

Enter any of the following cheat codes at the main menu screen. You'll hear a sound effect to confirm each code:

Invincibility—**L2,** □, **L1,** O, **R2,** □, **L1,** O

Unlimited musket charge—□, **L1, R1, Up,** O, **L2, R2, Down**

Unlock all levels—**R2, Left, Right, R1, L1, Up, Down, L2**

Unlock new "Flycam" option at the pause menu—**Up, L1, Down, R1, R2, Down, L2, Up** (use the D-pad and buttons to move the camera around)

Display programmers' debug info—**Left, L1, L1, Right, R1, R1, Up, Down**

View all loading screens and level intro movie clips—**Right,** O, □, □, **R1, R2, Left, L2**

URBAN CHAOS

Unlock All Levels

At the main menu, make sure the cursor is not on "Options," then hold **R1** + **L1** + **SELECT** and press **START**. You'll hear a special sound effect and the words "All Levels Cheat Enabled" will appear at the bottom of the screen if you entered the code correctly.

Extra Weapons

At any time during gameplay, hold down □ + O + △ + × and press **Right**. Each time you do this, weapons will appear around you to pick up.

V-RALLY 2: NEED FOR SPEED

Unlock Everything

From the main menu, select "Game Options." Next, select "Game Progression." Then, press **L1, R1, Left, Right, Left, Right, Up, Down, Up, Down,** ×, × + **SELECT**. You'll hear a buzzer sound effect if you input the code correctly. Now you'll be able to unlock any part of the game shown on this screen by pressing × at the corresponding box.

WORLD'S SCARIEST POLICE CHASES

Cheat Codes

Each of the following codes can be entered at the main menu.

Unlock All Missions—**Down, Up, Left, Right,** ×, △, O, □

Unlock All Starting Locations in Patrol Mode—**Down, Up, L2, L1,** ×, △, **R2, R1**

Unlock All Bonus Items—**Left, Right, L1, R1,** O, □, **R2, L2**

X-MEN: MUTANT ACADEMY 2

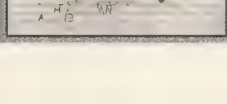
Cheat Code

At the main menu, press **SELECT, Down, R2, L1, R1, L2**. You'll hear a special sound effect after entering the code correctly. This code unlocks everything in the game, including all of the secret characters and alternate costumes. To play as Spider-Man, highlight Cyclops and hold the **R1** button. To play as Xavier, highlight Magneto and hold the **R1** button. Don't forget to check out the "Pool Party" stage in Versus mode!

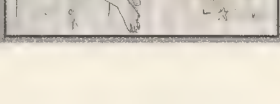
X5 MOTO

Cheat Code

Choose "Options" from the main menu, then select "Secret Codes" and enter the password "XNOODLE" to unlock all tracks and all difficulty levels and clear all the skill tests. Unfortunately, this code also disables the steering assist and braking assist at all difficulty settings in addition to enabling bike damage.



by Seth Lundgren, Hibbing, MN



by Angel Gonzalez, El Paso, TX

by Nestor Rivera, Los Angeles, CA

Game Boy Advance tips

AGGRESSIVE INLINE
Cheat Codes
Enter the following codes at the title screen, while the words "Press Start" are stretching:
Unlock all characters—**L, L, B, B, R, R, L, R**
Unlock all levels—**Up, Down, Up, Down, Left, Right, B, R**

ALIENATORS: EVOLUTION CONTINUES
Cheat Password
R B J P X C K C—Infinite ammunition

ANIMAL SNAP
Mini-Game
At the title menu, hold the L button and press **Up, Down, Left, Right, Right, Left, Down, Up.** A "Block Blaster" option will appear, allowing you to play the mini-game at any time.

ARMY MEN ADVANCE
Passwords
Q G Q N R T P C—All Levels Unlocked (Sarge)
N Q R D G T P B—All Levels Unlocked (Vikki)

ATV: QUAD POWER RACING
Unlock Everything
At the main menu, select "Options," then select "Password." Next, press **Down, A, Down, A, Up, Up, A, Down, Down, A, Up, A.**

BACKTRACK
Cheat Codes
At any time during a single-player game, press **SELECT** to access the Game Menu, then press **L, Right, B, L, R, Left** to access the BS-BODSOM computer terminal. Highlight "CLI 'Password Required'" and press A, then enter any of the following cheat passwords:
H E A—200 health
G O D—Invincibility
W E A P—All weapons
A M M O—Max. ammo for all weapons
A R M—Max. armor
K E Y—All keys
M O N—Enemies are shown on map as gray dots
F R E Freeze all enemies

BALLISTIC: ECKS VS. SEVER
Cheat Passwords
D E A T H W I S H—Invincibility
T O O L E D U P—All weapons
B I G P O C K E T—Infinite ammo
O O H S T O P I T—One-hit kills
A C M E B A N G S—Explosions do double damage
C O L D F E E T—Enemies can't move
D O Y O U C M E—Enemies ignore you
H O R N B L O W—Enemies make farting sounds when injured

BATMAN: RISE OF SIN TZU
Invincibility
Choose "Continue" from the main menu and enter the password "_ N D T H _" to make Batman invincible to enemy attacks.
Passwords
M Q F V 8 K—Boss battle: Bane
L 2 D _ Q D—Boss battle: Clayface
6 V 2 C L 2—Boss battle: Scarecrow
4 V 2 5 2 V—Boss battle. Sin Tzu
_ F L Y M F—Unlock all levels

BEYBLADE VFORCE: ULTIMATE BLADER JAM
Cheat Codes
At any time during gameplay, press **START** to pause and enter any of the following codes at the Pause screen:
Max. Bit Charge Meter—**Right, Left, Right, Left**
All enemies disappear—**Up, Up, Right, Left, L**
Complete the current round—**Right, Left, Left, Up, A**

BOXING FEVER
Passwords
Vs Boxer—H 7 6 4 9 D H 5
Vs. Boxer II—2 G G 4 8 H D 9
Vs. Boxer III—8 G 3 D 9 7 B 7
Vs. E. Byclop—B 3 G 5 8 3 1 8
Vs. Byclop—G 5 1 F F 8 8 8

BRITNEY'S DANCE BEAT
Password
H M N F K—Unlock all songs + video (Easy difficulty)
N X R F P—Unlock all songs + video (Hard difficulty)

BUFFY THE VAMPIRE SLAYER WRATH OF THE DARKHUL KING
Cheat Codes
Enter any of the following codes at the title screen, while the words "Press Start" are flashing.
Invincibility—**B, B, A, A, L, R, Down, Up**
Infinite lives—**L, L, L, R, R, R, Right, Right**
Start with nine of every item—**Up, Down, Up, Down, B, A**
Show enemies' health meters—**Up, Right, Up, Left, Down, Right, Down, Left**

BUTT-UGLY MARTIANS: B.K.M. BATTLES
Passwords
Choose "Resume Game" from the main menu, then enter any of the following passwords:
I W T S O W N 2—Mechtropolis
T M T W N 3 P D—Aquatica
F I L G S O W 6—Magma
I O T J O W N 5—Silicon City
I A L T S M O 4—Arborea
I W T S O W N 7—Koo Foo Ship
A L W M A A 1 5—Max. firepower, defense and restoration pickups
K M I O R M A O—Infinite lives

CAR BATTLER JOE
Secret Vehicles
Choose "Battle League" from the main menu; when the "Use which machine?" prompt appears, select "Password" and enter any of the following codes to unlock a secret car:
E M P I R E I !—EMP Force X
G U A R A N T !—Queen Dohmo
S H I S Y O ! !—Blue Gale EV
R E D ! G U N S—Solid Wind
T O D O R O K !—Joe Jim ZERO
I K O K I C H !—Casey's WHLS
N A G O Y A D B—Long ValleyZ
G A N K O M A X—MAX-K
C D M A C A P A—Copa Zone23
M I M I M I M !—Mega+M
G O I H O M E !—Piston GH
C U R E W A N D—Cavalier
H A M A I 3 3 3—Big Bang
8 9 9 8 9 8 1 !—Issue X
9 0 1 6 0 1 9 2—Millennium90
M R I H U R R Y—Matsu K MK4
K I N N I K U !—M55L Dolly
M A R R O N I !—MRIN's Dream
T K 0 0 0 0 5 6—Takah's LSR
B O M ! B O M !—WNN Special

CARTOON NETWORK SPEEDWAY
Password
9 6 9 8 1 9 5 1—Unlock all characters, courses, power-ups and trophies

CONTRA ADVANCE: THE ALIEN WARS EX
Level Passwords (Normal Mode)
Level 2—111111 TYLH15 35MYH1
Level 3—11111H TYLH1X QTTH1B
Level 4—11111J TYLH1Z MY1R5B
Level 5—11111V TYLH13 2D21LC
Level 6—11111M TYLH1V CFDJDD
99 Lives Passwords (Normal Mode)
Level 2 – Y4HC1B LSP212 34ZWF1
Level 3—WXJD1Z JHSJ1Q KKNCY1
Level 4—ZWJF1J MGSL1B GP3LQB
Level 5—G3421N TONS1N C3BV2C
Level 6—W3MJ15 J4VP1N YYZ4BD

CROUCHING TIGER, HIDDEN DRAGON
Passwords
At the main menu, choose "Continue" and enter the following passwords to warp to the corresponding boss battle.
6 Z M K—Yu Shu Lien
N / 2 8—Dark Cloud
3 1 D 4—Li Mu Bai

CT SPECIAL FORCES
Special Passwords
The following passwords will give you the option to choose between Stealth Owl and the secret character, Raptor.
0 2 0 2—Snow Covered Mountains
1 4 0 7—The Arid Desert
2 7 0 4—The Hostile Jungle
0 1 0 8—The Forbidden City

DAREDEVIL
Password
4 1 T K 1 5 6 Z N G V—Start on the final stage with nine lives and all Secrets unlocked

DARK ARENA
Cheat Passwords
K N G H T S F R—All keys available
L M S P L L N G—All maps available
T H R B L D N S—All weapons available
N D C R S D R T—Infinite ammo
H L G N D S B R—Infinite health
N F T R W L L H—Level skip (press **START** to pause the game, press A to view the map, then press **SELECT** at the map screen to skip the current level)
N R Y R D D S—Enable vowels at password entry screen
A L L—Activate all cheats simultaneously

DEXTER'S LABORATORY: DEESASTER STRIKES!
Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following cheat codes at the pause menu:
Fast Dexter—**L, R, R, R, R, L, R, L, R, R, L, L, R, L, R, R**
Strong Dexter—**L, L, R, R, R, L, L, R, L, L, R, R, L, R, L, R**
Get double ammo—**L, R, R, R, L, L, R, R, L, L, L, L, R, L, L, R**
Less damage—**L, R, R, R, R, L, L, L, R, L, L, L, L, L, L, R**
Robots are weak—**L, L, R, R, L, R, R, L, L, L, L, R, R, L, L, L**
One more try—**L, L, R, R, L, R, L, L, L, R, L, L, R, R, L, L**

DINOTOPIA
Level Select
At the title screen, press **Up, Up, Down, Down, Left, Right, A, Left, Right, B.** The "Press Start" display will start glowing if you've entered the code correctly. Press **START**, then select "Credits." When the credits finish, you'll be on a farm level with several ladders that will warp you to different levels as follows.
Ladders 1-3—Waterfall City
Ladders 4-6—Treetown
Ladders 8-11—Canyon City
Ladders 12-15—Underwater level
Ladder 16—Diamond Cavern

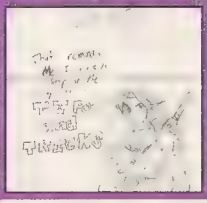
DISNEY SPORTS SKATEBOARDING
Secret Code
At the title screen—while the words "Press Start" are flashing—press **Up, Up, Down, Down, Left, Left, Right, Right, B, A;** you'll hear a signal to confirm the code. Now start a game; at the Board Select screen, you'll find a new board called "Anger Harnessed."

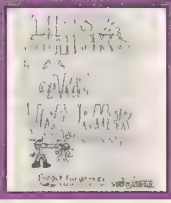
DONKEY KONG COUNTRY
Cheat Codes
Enter either of the following codes at the "Select a Game" menu:
Start with 50 lives—Hold **SELECT**, press **B, A, R, R, A, L**
Sound test menu—Hold **SELECT**, press **B, A, L, L, A, Down**

DOOM
Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following cheat codes at the pause menu. Note: If you enter the codes too fast, they won't work.
Computer area map—Hold **L + R**, press **B, A, A, A, A, A, A**
Radiation shielding suit—Hold **L + R**, press **B, B, A, A, A, A, A, A**
God Mode—Hold **L + R**, press **A, A, B, A, A, A, A, A, A**
All weapons + refill ammo—Hold **L + R**, press **A, B, B, A, A, A, A, A**
Berzark—Hold **L + R**, press **B, A, B, A, A, A, A, A**
Temporary invulnerability—Hold **L + R**, press **B, B, B, A, A, A, A, A**
Skip to next level—Hold **L + R**, press **A, B, A, A, B, B, B, A**
Skip ahead 10 levels—Hold **L + R**, press **A, B, A, A, B, B, A, A**

DOOM II
Cheat Codes
At any time during gameplay, press **START** to pause, then enter any of the following codes:

TIPS & TRICKS Reader Art Gallery


by Neil Longfin, Mississauga, Ontario


by David R. Funk, Green Bay, WI

by Keith Adams, Coldwater, MI

by Slater Clampitt, Georgetown, DE

Computer area map—Hold L + R, press B, A, A, A, A, A, A
Radiation shielding suit—Hold L + R, press B, B, A, A, A, A, A, A
God Mode—Hold L + R, press A, A, B, A, A, A, A, A
All weapons + refill ammo—Hold L + R, press A, B, B, A, A, A, A, A
Berzerk—Hold L + R, press B, A, B, A, A, A, A, A
Temporary invulnerability—Hold L + R, press B, B, B, A, A, A, A, A

DRAGON BALL Z: THE LEGACY OF GOKU

Invincibility
During the introductory video scene that appears before the game's title screen, press **Up, Down, Left, Right, B, A;** you'll hear a chime to confirm the code. Now Goku's health meter will not be depleted when he is attacked

DRIVEN

Unlock Everything
At the main menu, select "Top Secret Cars," then enter "2 9 8 0 1" as your password. You'll immediately view the game's credits, and afterward every car, course and mode will be unlocked.

DROME RACERS

Cheat Codes
At the main menu, press **SELECT** to access the "Enter Code" screen, then enter any of the following codes. Note: Some of the codes can't be disabled unless you reset the game data at the Options menu.
C U P I U P—Unlock all tracks and cups
A L L 4 M E—Unlock all teams
B I F F I N—Max. upgrades for all cars
B I G U N S—All of the above
L O G R A V—Low gravity
I A M C A R—Weird sound effects

DUAL BLADES

Extra Difficulty Level
Highlight "Difficulty" at the Options menu and press **Left, Left, Left, Left, Right, Right, Left, Right, B.** You must enter the code very quickly, especially the last three buttons; if you're too slow, you'll be sent back to the main menu when you press **B**. If you're fast enough, a new "Impossible" difficulty level will be unlocked.

DUKE NUKEM ADVANCE

Secret Cheats Menu
At any time during gameplay, press **START** to pause, then hold **L** and press **Left, Up, A, Up, Left, A, START, SELECT.** A secret menu will appear with a level select and other options.

EARTHWORM JIM

Stage Skip
At any time during the game, press **START** to pause, then press **Right, R, B, A, L, L, A, R.**

ED, EDD N EDDY: JAWBREAKERS!

Cheat Codes
Enter each of the following codes at the title screen, while the words "PRESS START" are bouncing past. You'll hear a blubbering sound to confirm each time you enter a code successfully. The level select option will appear under "Game Cheats" at the main menu.
Level select—Hold the L button and quickly press **Left, Left, Right, Down, Down, Up, Right**
All characters have jetpacks—Hold the L button and quickly press **Left, Up, Right, Down, Left, Left, Up**
All pickups—Hold the L button and quickly press **Left, Left, Down, Right, Right, Up, Left**
All protect (invincibility)—Hold the L button and quickly press **Left, Down, Down, Right, Right, Left, Down**

F-14 TOMCAT

Passwords
P X S B S Z N J—Mission 7
S F G F J H D H—Mission 14
L K F D S B P V—Mission 20

F-ZERO: MAXIMUM VELOCITY

Unlock the Jet Vermilion
At the name entry screen, select "Entry," then enter your name as "T&T". Next, start any game under that name. When you reach the machine selection screen, press **L, R, START, R, L, SELECT.** A secret password screen will appear. Enter V - J 4 + 6 V 9 A - 3 0 as your password. Now you'll be able to select the Jet Vermillion

THE FAIRLY ODDPARENTS: ENTER THE CLEFT

Password
Country Boy, Country Boy, Country Boy, Country Boy, Vicky—All stages cleared

FINDING NEMO

Cheat Password
M 6 H M—Unlock all levels & gallery pictures

FIRE PRO WRESTLING

Unlock All Wrestlers
Choose "Edit" from the main menu, then access the "Edit Wrestler" option and select "Name Entry" at the Wrestler Edit Menu Enter the following names exactly as shown:
• Change the nickname from "Fire Fighter" to "ALL"
• Change the first name from "FIRE PW" to "STYLE"
• Change the last name from "A" to "CLEAR"
Now press **START** to confirm. Notice that the wrestler's name has not changed on the Wrestler Edit Menu. Now all of the secret wrestlers have been unlocked.

FIRE PRO WRESTLING 2

Unlock All Wrestlers
Choose "Edit" from the main menu, then access the "Edit Wrestler" option and select "Name Entry" at the Wrestler Edit Menu. Now make the following changes exactly as shown:
• Change the nickname from "Fire Soldier" to "ALL"
• Change the last name from "FirePro" to "WRESTLER"
• Change the first name from "Mr." to "CLEAR"
• Toggle the Exchange option to "OFF"
• Set the Middle option to "□"
Press **START** to confirm, then save the created wrestler. Now all of the secret wrestlers have been unlocked.

FROGGER'S ADVENTURES 2: THE LOST WAND

Secret Levels
At the main title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A;** you'll hear a signal to confirm. With this code in place, press the **R** button at the main menu to access a new set of secret levels called "Magician's Realm."

GRADIUS GALAXIES

Power-Up
At any time during the game, press **START** to pause, then press **Up, Up, Down, Down, L, R, L, R, B, A.** When you unpause, your ship will be equipped with the highest level of all power-ups. This code can only be used once per game.

GT ADVANCE CHAMPIONSHIP RACING

Secret Codes
Enter any of the following codes at the title screen:
Watch the ending credits—Hold **L + R + Up** and press **B**
Unlock Extra 1 mode (go kart racing)—Hold **L + R + Right** and press **B**
Unlock Extra 2 mode (formula car racing)—Hold **L + R + Left** and press **B**
Unlock all tuning parts—Hold **L + R**, point the D-pad in the **Down/Right** position and press **B**
Unlock all cars—Hold **L + R**, point the D-pad in the **Up/Left** position and press **B**
Unlock all courses—Hold **L + R**, point the D-pad in the **Up/Right** position and press **B**
Password
S/PD W1/H L8Q8 >VbB—Unlock all Championship Mode classes

HEY ARNOLD! THE MOVIE

Play as Helga
At the "Area Select" screen, press **Up, Down, Right, Left, Left, Right, Down, Up, SELECT.** To return to playing as Arnold, just enter the code again.

ICE AGE

Passwords
M F K R P H—Art Gallery
M T T Q B B—Unlock all levels

THE INCREDIBLE HULK

Level Skip
Press **START** at any time to pause the game, then press **Down, Right, Down, Right, Left, Left, Up** to skip the current level.

THE INCREDIBLE HULK

Cheat Codes
Enter the following codes at the title screen while the words "Press Start" are flashing:
Invincibility—**Right, Up, Left, A, Right, SELECT**
Stage select—**SELECT, Up, B, A, Right, Up**
Unlimited Uni Beam—**B, A, Left, Down, Up, Right**
Unlock all Gallery images—**Up, Down, Left, Right**

IRIDION 3D

Stage Select
Enter the Password entry screen and enter the code *SH0WT1M3* (be sure to include the * symbols). Now you'll find two new items at the Options menu: "Start Level" allows you to start at any stage and "Start at Boss" lets you skip to the boss of the stage you chose.
Quick Exit
Enter the Password entry screen and enter the code *S3L3CT0N* (be sure to include the * symbols). Now you can exit to the title screen at any time by pressing the **SELECT** button during the game.
Picture Gallery
Enter the password *G4LL3RY* (be sure to include the * symbols). This allows you to view a "slide show" of *Iridion 3D* artwork.

IRIDION II

Cheat Passwords
Choose "Password" from the main menu and enter any of the following codes:
4 R C 8 I—Unlock Arcade Mode, Challenge Mode, Gallery and Credits
I G 4 X I—Unlock Jukebox
C H 4 L L—Unlock Arcade Mode, Challenge Mode, Gallery, Jukebox and Credits
I S 3 C R 3 T S I—Show the locations of all secrets in Arcade mode
I R 0 T 8 I—Satellites rotate around ship
I B 1 G H 3 4 D I—Large SHN Fighter
I M 1 C R 0 I—Tiny SHN Fighter
I 5 H 1 P 2 I—Play as the blue SHN Fighter from the game's intro sequence

JACKIE CHAN ADVENTURES
LEGEND OF THE DARK HAND

Stage Select
At the title screen—when the words "Press Start" appear—hold the **R** button and press **B, A, Left, Down, Up, Right.** A menu will appear that allows you to warp to any stage. Set the "Scrolls" option to "All" to start with all the Special Scroll Attacks.

JAZZ JACKRABBIT

Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following codes. Note: Each of the "space credits" codes can only be used once per game
Infinite health—**L, L, Left, R, Right, R, Up, Down, Left, R, Right, L**
All weapons/refill ammo—**L, R, Left, R, L, Right, L, R, L, R, Left, R**
500 space credits—**Right, Left, Right, Left, L, R, Up, Up, R, R, L, L**
1,000 space credits—**Up, Down, Up, Down, Left, Right, L, R, L, R, R, L**
5,000 space credits—**Up, Right, Down, Left, L, L, Right, Left, R, R, L, L**
Stage Select
At the main menu, press **Left, Down, L, L, Up, Down, R, Right, Up, Right, L, R.** You'll hear a signal and a "Level Select" option will appear. Note: The "space credits" cheats listed above will not work if you start a game using the Level Select option.

JUSTICE LEAGUE: INJUSTICE FOR ALL

Cheat Codes
Choose "New Game" from the main menu, then enter any of the following codes at the "Enter Name" screen:
S A M I B E—Start with 99 lives
S A M I W A S—Unlock all missions
S A M I A M—Enemy attacks don't touch you
Note that you can't combine the effects of all the codes: you must use only one at a time. However, if you simply press **START** during the game to pause, then highlight the "Resume" option and press **SELECT**, you will have the benefits of the "Enemies attacks don't touch you" code, even if you haven't entered any of the above codes.

KARNAAJ RALLY

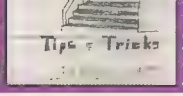
Cheat Codes
Choose an empty save slot at the "Select Career" screen and enter one of the following names to unlock various options:
L I G A – I—Unlock Level 2 tracks and vehicles, start with $2,000 cash
L I G A – I I—Unlock Level 3 tracks and vehicles, start with $3,000 cash
L I G A – I I I—Unlock Level 4 tracks and vehicles, start with $4,000 cash
I D R U L E Z—Unlock all tracks and vehicles + bonus race in Career mode
L E P P A—Play as Mr. Leppa

KIM POSSIBLE: REVENGE OF MONKEY FIST

Password
Ron, Kim, Kim, Guard, Guard, Guard, Guard—Start new game with all extras unlocked
The password system uses the pictures of the various characters from the TV show. The first picture in each box is always Kim. If you push **Down** on the D-pad, the remaining characters are shown in the following order: Ron, Shego, Wade, Monkey Fist, Rufus, Draken, Guard.

KONAMI COLLECTOR'S SERIES ARCADE ADVANCED

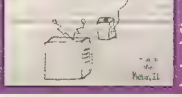
Secret Code
Choose any game from the main menu, then—when the game's "attract mode" or title screen appears—press **Up, Up, Down, Down, Left, Right, Left, Right, B, A;** you'll hear a chime to confirm the code. This code has a different effect in each of the six games as follows:
Frogger—Enhanced graphics + music
Scramble—Enhanced graphics + music
Time Pilot—Rapid-fire (hold A button) + extra stage "???? B.C." appears after Stage 5



by Josh Beaty, Marshall, TX

by Ashley Bailey, Selma, AL

by Eric Roberts, Aberdeen, MD


by Jacob Stone, Harrison, IL

Gyruss—Enhanced graphics, extra stages + lives
Yie Ar Kung Fu—Two extra opponents in 1p mode (Bishoo and Clayman)
Rush'n Attack—Start with seven lives instead of five, two extra stages appear after Stage 4

LEGO BIONICLE

Unlock Mini Games
Start a new game and enter one of the following codes as your character's name. After the adventure begins, pause and save your game, then pause again and quit. The corresponding mini-game will now be available from the Mini Games option at the main menu.
8 M R 4 7 2—Ussal Crab Dig
9 M A 2 6 8—Ngalawa Boat Race
5 M G 8 3 4—Koli Football
3 L T 1 5 4—Kewa Bird Riding
V 3 3 6 7 3—Huai Snowball Sling
4 C R 4 8 7—Ignalu Lava Surfing

LILO & STITCH

99 Lives
Highlight "Start Game" at the main menu, hold **R + SELECT** and press A to begin the game with 99 lives.

LIZZIE MCGUIRE: ON THE GO!

Cheat Code
Choose "PDA" from the main menu, then select "Best Friends" and add the name "cheater" (all in lowercase) to your Best Friends list to unlock all of the "Games" and "Fun With Friends" options.

MARIO & LUIGI: SUPERSTAR SAGA

Bonus Coins
Hit Mario with a hammer to make him mini-Mario. Set Luigi's command to High Jump. While Luigi is in the air, make mini Mario jump repeatedly to keep him up. You'll get one coin and Luigi will lose one health every time he gets hit. Luigi's health can't go below 1.

MASTERS OF THE UNIVERSE INTERACTIVE HE-MAN: POWER OF GRAYSKULL

Password
W R K L K D M G—Unlock all stages

MATCHBOX CROSSTOWN HEROES

Passwords
C B C T—Level 2
Q B K L—Level 3
C B C L—Level 4
Q B V J—Level 5
C B D J—Level 6
Q B V N—End

MEN IN BLACK: THE SERIES

Cheat Passwords
L V F R V R D D—Invincibility
N F N T M M D D—Infinite ammo
L L W P N S D D—Have all weapons

METROID: ZERO MISSION

Original Metroid Passwords
After beating the game, the original *Metroid* becomes unlocked. The following passwords are for the original *Metroid*.
• Start with infinite health, missiles and all upgrades
N A R P A S S W O R D 0
0 0 0 0 0 0 0 0 0 0 0 0
• Start with suitless Samus
0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 2 0
• Start at Norfair with suitless Samus
J U S T I N B A I L E Y
• Start on Norfair with suitless Samus with brown/blonde hair
S A M U S 8 R I D L E Y
4 4 4 4 4 4 4 4 4 4 4 4

MONSTER FORCE

Level Skip
At any time during gameplay (not while paused), hold **L + R + A** and press **Up** to complete the current level.
Invincibility
At any time during the game, press **START** to pause. At the pause screen, hold **L + R + B** and press **Down**; you'll hear a special sound effect to confirm. Now your energy will automatically refill whenever it gets too low. Entering the code again will disable it.

MONSTERS, INC.

Passwords
L R B 1 3 G—Around the House
7 Q C Z B 9—Don't Look Down

MORTAL KOMBAT: DEADLY ALLIANCE

Quick Koins
Choose "Profile" from the main menu, then create a new profile and enter your name as "KWIKKASH." You'll start with 25,000 koins.

THE MUPPETS: ON WITH THE SHOW!

Cheat Password
Choose "Continue" from the main menu and enter the password "K07G6" to unlock all difficulty settings and Activity Mode mini-games.

NFL BLITZ 20-02

Secret Teams
At the title screen after the words "PRESS START" appear—press A, B, **SELECT, Up, Right, Down**; you'll hear a voice say, "Wooh, yeah!" to confirm the code. Now you can access two secret teams in Exhibition mode: the Emerson Ogres and Team Midway.
Cheat Codes
Enter any of the following codes at the "VS" screen right after you choose your opponent's team. The numbers represent the number of times you have to press the **L, B** and **A** buttons respectively in order to change the symbols at the bottom of the screen, followed by the **R** button to confirm. For example, to enter the Infinite Turbo code, press L four times, B three times, A twice, then R to confirm the code. You have a limited amount of time before the game starts, so you must enter the codes quickly
4-3-2—Infinite Turbo
1-3-2—Ancient coliseum
2-2-5—Snow stadium
3-1-3—Shadow players

NICKTOONS RACING

Cheat Code
At the main menu, hold the **R** button and quickly press **START, SELECT, L, SELECT, START**; you'll hear Stimpy say, "Oh, joy!" if you're fast enough. Now the secret character is unlocked as well as all tracks, cups and difficulty levels.

ODDWORLD: MUNCH'S ODDYSEE

Password
T H Q M P M D 1—Unlock Music Player

OPERATION: ARMORED LIBERTY

Passwords
B K F S Z W—Mission 2
D F F S K Z—Mission 3
S K X S Z P—Mission 4
Q K F S Z B—Mission 5
X K F S J Z—Mission 6
B K F J Z C—Mission 7
D Y F S Z J—Mission 8
V K F S Z Q—Mission 9
S K F S P Z—Mission 10

THE PINBALL OF THE DEAD

Passwords
Choose "Continue" from the main menu, then use the "Enter Password" option to input any of the following codes. Press **R** at the Options menu to view the Sound Test, Movie Test and View Ending options.
! 0 P 3 N 5 N D T 3 S T !—Unlock Sound Test
M 0 V 1 3 P L 3 S 3 N T !—Unlock Movie Test
S H 0 W M 3 3 N D 1 N G !—Unlock View Ending
D 0 N T N 3 3 D M 0 N 3 Y—Unlock Boss Mode at Game Start menu

PIRATES OF THE CARIBBEAN: THE CURSE OF THE BLACK PEARL

Cheat Passwords
Choose "Continue Game" from the main menu, then enter any of the following cheat codes:
1 M M 0 R T 4 L—Infinite lives
B V L L 1 T Z—Infinite bullets/cannonballs
G 0 0 D 1 3 S—Start with pistol, sabre and triple cannons
S H 3 3 P—Soldiers and pirates turn into explosive sheep as soon as they see Jack
G 3 N 1 V S—More aggressive enemies
C R 3 D 1 T S—See the game's credits
L 1 T T L V N—See a picture of a baby

PITFALL: THE MAYAN ADVENTURE

Unlimited Continues
When you lose your last life and the "Continue" screen appears, highlight the "Continue" option and press B repeatedly. Instead of being reduced by just one, you'll see your remaining continues change to "0," then "9"—but you have to be quick enough to do it before Harry Jr. runs off the screen. Now the number of continues will remain at nine each time you run out of lives.
Stage Select
At the title screen, wait until the boomerang appears, then press **L, SELECT, A, SELECT, R, A, L, SELECT**; you'll see the name of the first stage ("Forest 1") appear in the center of the screen. Now hold **SELECT** and use the **L** and **R** buttons to choose a starting stage; when you start the game, you'll go directly to the stage you chose. Note: With this code in place, if you press **SELECT** while the game is paused, you'll be sent back to the title screen.
Level Warp
With the stage-select code in place as described above, start a game, then hold the **SELECT** button and you can use the D-pad to move Harry Jr. to any part of the current stage.
Infinite Weapons
With the stage-select code in place, you can also refill your weapon supplies at any time during the game if you hold the **SELECT** button and press **B**; you'll see the item counters jump to 99.

POWER RANGERS TIME FORCE

Password
Enter the password "B Q 5 D" to start the game at the last boss.

POWER RANGERS WILD FORCE

Passwords
L M S B T—Ghost Town / Turtle Cove Park
3 4 5 B T—Factory
M 3 9 B B—Turtle Cove Harbor
N 5 9 B F—Cruise Ship
P P 5 B G—Temple Ruins / Jungle
7 P 9 C J—Animarium

RAMPAGE PUZZLE ATTACK

Password
G J P P N L P T N Q—All stages and characters

RAYMAN ADVANCE

Secret Codes
At any time during gameplay, press **START** to pause the game, then enter any of the following codes. After entering a correct code, you'll hear a special sound effect. You will have to exit the current level to see the effects of the "Unlock all levels" code.
99 lives—**Left, Right, Down, Right, Left, R**
Unlock all levels—**Up, Left, Right, Down, Right, L**
Invincibility—**Right, Up, Right, Left, Right, R**
All powers—**Down, Left, Right, Left, Up, L**
25 extra Tings—**R, Up, Left, Right, Left, L**
Infinite Continues
At the "Continue!" screen, press **Up, Down, Right, Left, START** before the timer expires. If you enter the code correctly, the number of remaining continues will remain the same; you can repeat this code each time you run out of lives to continue indefinitely. NOTE: This code will not work unless the number of continues remaining is three or less.

READY 2 RUMBLE BOXING: ROUND 2

Secret Characters
Enter the following codes at the main menu to unlock the three hidden characters. You'll hear a cheer to confirm each code:
Michael Jackson—Highlight the word "Arcade," then press **Left, Left, Right, Right, Left, Right**, then **L + R** simultaneously
Rumbleman—Highlight the word "Championship," then press **Left, Left, Right, Left, Right, Right, Left, Right, Left**, then **L + R** simultaneously
Shaquille O'Neal—Highlight the word "Survival," then press **Left, Left, Left, Left, Right, Right, Left, Left, Right**, then **L + R** simultaneously

REIGN OF FIRE

Password
9 X L 7 G S B 7 8—See the credits (this code also unlocks all of the levels at the Rankings menu)

THE REVENGE OF SHINOBI

Password
6 7 M B - F N N G - V L & Y - F W Z 5—Unlock all stages

THE RIPPING FRIENDS

Password
Choose "Password" from the main menu and press **Right, L, Up, Down, B, Left, Left, Right, Left** to unlock all levels in one-player, multiplayer and Deathmatch modes.

ROCK 'N ROLL RACING

Secret Character
At the Character Select screen, highlight Tarquin, then hold **L + R + SELECT** and press **Right**. Olaf from *The Lost Vikings* will become playable in both Normal and Vs. modes.
Secret Race
Choose Vs. mode at the main menu. Select your player and vehicle, then choose "Change Planets" from the menu at the bottom of the screen. Highlight the planet NHO, then hold **L + R + SELECT** and press **Right**. Now you can race against J.B. Slash on the Inferno track, which is available only in Vs. mode

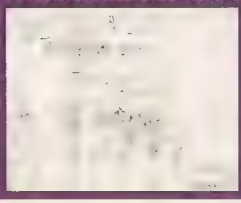
ROCKET POWER: DREAM SCHEME

Password
B I P 3 5 6 B T—Unlock all levels

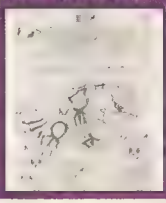
SCOOBY-DOO AND THE CYBER CHASE

Cheat Mode
Enter "C H T M D 2" at the Password menu to unlock the following functions.
• Hold **SELECT** and press R to skip the current stage
• Hold **SELECT** and press L to have the current character captured by the Phantom Virus
• Hold **SELECT**, then hold **START** to play in slow-motion
• Sound test options will appear at the bottom of the Options menu (press B to hear each sound)

TIPS & TRICKS Reader Art Gallery



by Freddy Nuitzil
New York, NY



by Nicole Short
San Diego, CA

by Min Soo Kim
Anchorage, AK

by Linda J. Whitney
Wacross, GA

THE SCORPION KING: SWORD OF OSIRIS

Stage Select + Character Select
At the main menu, select "Continue," then press **Down, Down, Right, Up, Right, Up, Right, Down, Down, START**. A stage select menu will appear. At the stage-select menu, point the arrow to the name of the stage you want to play, then press **START** to play as Mathayus or **SELECT** to play as Cassandra.

SEGA SMASHPACK

Ecco the Dolphin: Cheat Menu
Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, press **Right, B, R, B, R, Down, R, Up**. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.
Sonic Spinball: Stage Select
Choose "Options" from the title screen, then—when the Options menu appears—press **L, Down, R, Down, A, Down, L, R, Up, L, A, Up, R, A, Up**; you'll hear a fanfare to confirm the code. Now return to the title screen and enter one of the following codes.
• Hold **L** and press **START** to warp to the "Lava Powerhouse" stage.
• Hold **R** and press **START** to warp to "The Machine" stage
• Hold **A** and press **START** to warp to the "Showdown" stage.
Sonic Spinball: See the Credits
Choose "Options" from the title menu, then—when the Options menu appears—press **A, Up, R, Up, L, Up, A, R, Down, A, L, Down, R, L, Down**; you'll hear a fanfare and the game's credits will appear.

SHAUN PALMER'S PRO SNOWBOARDER

Password
Q F J 7 M P 9 N 7 5 C M 4—All boards and levels unlocked for Shaun Palmer

THE SIMPSONS: ROAD RAGE

Unlock All Characters, Vehicles and Missions
Choose "Options," then select "Set Password" and input the following Simpsons character icons: Maggie, Willy, Bart, Chief Wiggum, Apu, Moe, Krusty, Barney.

SONIC ADVANCE

Play as Sonic w/Tails
Choose "Game Start" from the main menu. At the character-select screen, highlight Sonic, then press **Up, Right, Down, Right, L, Right, R, Right, A**. You'll hear a chime to confirm. Now you'll be playing as Sonic with Tails following behind you, just like *Sonic the Hedgehog 2* on the Sega Genesis.

SPACE CHANNEL 5: ULALA'S COSMIC ATTACK

Auto Play Mode
At any time during gameplay, hold **L + R** and press **Up, Left, A, Left, A, Down, Right, B, Right, B**. You'll hear a shout to confirm the code. Now the game will play by itself.

SPIDER-MAN: MYSTERIO'S MENACE

Password
Enter the password "J V 3 1 –" to begin the game with all levels unlocked and all items.

SPONGEBOB SQUAREPANTS: SUPERSPONGE

Password
Enter the password "W M B T" to select any level

SPORTS ILLUSTRATED FOR KIDS: BASEBALL

Cheat Codes
Select the "Cheat Codes" option from the Team Management menu in Season mode and enter any of the following codes to add all-star players to your roster:
B E S T B U Y S T R—Michael Quince (1B)
S I K S T A R—Eddie Penn (2B)
B A M S T A R—Riley Waters (SS)
G A M E S T O P—Keith Fisher (3B)
S I K P O W E R—Tecumseh Brown (LF)
E B R U L E S—Nateo Geoonn (CF)
G O C I R C U I T—Mark Modesto (RF)
T O Y R U S C O M—Mateo Demoni (C)
T A R G E T P L Y R—George Stocks (P)

SPORTS ILLUSTRATED FOR KIDS: FOOTBALL

Cheat Codes
Select the "Cheat Codes" option from the Team Management menu in Season mode and enter any of the following codes to add all-star players to your team:
C I R C U I T F U N—Mark Haruf (QB/SS)
T A R G E T S T A R—Ryan Hunter (RRB/SS)
T O U C H D O W N—Sammy Rivera (LE/RLB)
B E S T B U Y P W R—Wayne Selby (C/RT)
R Z O N E S T A R—Hal Church (LG/LOLB)
E B P L A Y E R—Eddie Brown (LRB/ROLB)
B A M P L Y R—Mac Marshall (RRB/FS)
S I K P O W E R—Rob Lewis (LRB/ROLB)
S I K S T A R—Sandy Sanders (RE/LOLB)

SPY HUNTER

Secret Codes
Enter any of the following codes as your name when creating a new agent file, the corresponding cheat will then be active, but only when using that particular file:
E D A C R A—Unlock Arcade Mode
S U P E R S P Y—Unlock "Super Agent" difficulty option at mission select menu
B U Y M K D A—Unlock all cheats at System Options menu
Unlock Everything
Note: You must clear all three agent files in order to enter this code. Select the first file and enter your name as "BEST". Next, select the second agent file and enter your name as "GAME", then select the third agent file and enter "EVER" as your name. Now select the "BEST" save slot and you'll find that Arcade Mode, all of the cheats and all of the missions have been unlocked, including the "Super Agent" missions. Once this code is in place, you may delete the "GAME" and "EVER" agent files if you wish.
Blood Code
During any of the "Eliminate Chickens" stages, press **START** to pause, then press **Left, Left, Right, Right, Right, Left, Left, A** to make the chickens bleed when you hit them. Enter the code again to disable it

SPYRO: SEASON OF ICE

Cheat Codes
At the title screen—while the words "Press Start" are flashing—enter any of the following codes:
Stage select (highlight the name of any stage in the Atlas and press A to go there)—**Down, Up, Down, Left, Right, Up, Left, Up, A**
Unlock all Portals—**Down, Down, Up, Up, Left, Right, Up, Down, A**
99 lives—**Left, Right, Right, Right, Down, Up, Right, Up, A**
Infinite energy in Sparx rounds—**Down, Up, Up, Down, Left, Right, Right, Left, A**
Infinite Powerup Shots (L button) in Sparx rounds—**Down, Right, Up, Left, Left, Up, Right, Down, A**
Unlock special features in Sparx rounds—**Right, Up, Right, Left, Down, Up, Left, Down, A**
The special features are as follows:
• Hold **L** and press **SELECT** for all keys
• Hold **Up** and press **SELECT** for shield power-up (L button)
• Hold **Left** and press **SELECT** for rapid-fire Powerup Shots
• Hold **Down** and press **SELECT** for homing Powerup Shots
• Hold **Right** and press **SELECT** for Smart Bomb Powerup Shots

SPYRO 2: SEASON OF FLAME

Infinite Lives
At the title screen, press **Left, Right, Left, Right, Right, Right, Up, Down, B**. You'll hear a special sound effect after entering the code correctly. Now, when you start a game, your stock of lives will not decrease after you die.

STAR WARS: FLIGHT OF THE FALCON

Cheat Codes
At any time during gameplay, press **START** to pause, then hold the **L + R** buttons and press **Up, Right, A, START, A, Down, A, START, START**. The game will automatically unpause. Press **START** to pause again, then press **A** to quit. Now you can enter the following cheat codes by choosing "Password" from the main menu:
S P V D—Infinite shield
M 0 N G—Infinite lives
B L 0 B—Unlimited missiles
G 0 G 0—Rapid-fire for main weapon (hold A button)
F V N K—Unlock all levels
G 0 0 N—Add "View Credits" option to Options menu
F 4 C 3—View developer image gallery

STAR WARS: JEDI POWER BATTLES

Passwords
V C J 0 X Y K—Level Select for Mace Windu or Darth Maul
V H R 3 B F J—Level Select for Qui-Gon Jinn

STAR WARS: THE NEW DROID ARMY

Cheat Codes
Enter any of the following codes at the password menu. An "invalid password" message will appear, but the cheats will still take effect
2 D 4—Enable stage select (press **L** or **R** at the main menu to choose a stage)
F R C—Unlock all force powers
8 I T—Start with 200 health and Force power
S K Y—Play as Luke Skywalker
8 T W—Diagonal control scheme
L N G—Unlock "Language" option at Options menu

STAR X

Cheat Passwords
Choose "Start" from the main menu, then select "Password" and enter any of the following codes:
G S H A R D—Invincibility
G S B O O M—Infinite Smart Bombs
G S M A X—Always have max. weapons

SUPER MONKEY BALL JR.

Cheat Codes
Enter the following codes at the title screen while the words "Press START" are flashing. Note: The codes must be entered very quickly or they won't register.
Unlock all stages in Practice mode, all minigames and "Credits" option at the Game Options screen—**Down, Down, Up, Up, Left, Right, Left, Right, B, A**
Blocky graphics with improved frame rate—**Left, Left, Right, Right, Down, Down, A**

TACTICS OGRE: THE KNIGHT OF LODIS

Music Mode
At the main menu, select "New Game." When the "Enter Name" prompt appears, enter "MUSIC.ON" as your name. Instead of starting a game, you'll automatically enter a special mode where you can listen to all of the background music in the game.

TEENAGE MUTANT NINJA TURTLES

Extra Difficulty
At the title screen—when the words "Press Start" appear—press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. You'll hear a cheer to confirm; now the "Very Hard" difficulty setting is unlocked.
Bonus Game Passwords
L S M M S—Unlock Course 1
S S L D M—Unlock Course 2
M S S L D—Unlock Course 3
S R L M D—Unlock Course 4
L S D R M—Unlock Course 5

TOP GEAR RALLY

Secret Codes
Choose "New Game" from the main menu and enter any of the following codes at the "name entry" screen:
r o g u e o p s—All obstacles are replaced with cows (which you can drive right through)
m o o n w a l k—Low gravity
r c r a c e r s—Tiny car
h o v e r c a r—Hover car

TUROK: EVOLUTION

Inventory Password
Enter K L 9 8 7 N T 4 6 5 as your Inventory Password to start with lots of weapons and ammo.

URBAN YETI

Passwords
Choose "Continue" from the main menu, then enter the following passwords to begin at the stage indicated with three credits:
F O R E W O R D—Level 1: Industrial Island
H A M S T E A K—Mini-Game: Soup Kitchen Manager
N I T E T I M E—Level 1: Industrial Island (Part 2)
V E N G E F U L—Level 2: The City
PINGPONG—Mini-Game: Discus Tournament
D U M P S T E R—Level 3: The City
Y E T I R A F T—Mini-Game: Lazy Sewer o' Fun
C I T I Z E N S—Level 4: The Suburbs
PROVIDER—Mini-Game: Yeti Chicken Rancher
T O N Y G O L D—Secret cheat menu
B S W S B S W S—Weird screen

WARIO LAND 4

Karaoke Mode
Enter the Sound Room, then press **Up + START + SELECT + L + R**. As soon as all five buttons are held down simultaneously, a new "Karaoke" option will appear at the top of the screen. Select this option and you can sing along—in Japanese—to a special hidden CD tune. While the song plays, you can use the following commands to modify it:
Tap **Up** repeatedly—Raise pitch
Tap **Down** repeatedly—Lower pitch
Tap **Left** repeatedly—Slow down
Tap **Right** repeatedly—Speed up
Press **L** or **R**—Toggle vocals on/off

THE WILD THORNBERRYS MOVIE

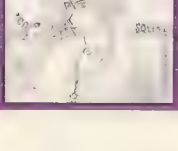
Passwords
H B 5 F—Unlock all stages in Story Mode

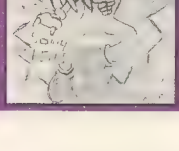
WOLFENSTEIN 3D

Secret Codes
Press **START** at any time during the game to pause, then enter any of the following codes at the Options menu:
All weapons and keys for the current level/refill health and ammo—Hold **L + R** and press **A, B, B, A, A, A, A, A**
Invincibility—Hold **L + R** and press **A, A, B, A, A, A, A, A**
Skip to the next floor—Hold **L + R** and press **A, B, A, A, B, B, B, A** (enter this code in the first level to play a secret stage)
Skip to 9th floor—Hold **L + R** and press **A, B, A, A, B, B, A, A**

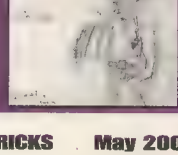
YOSHI'S ISLAND: SUPER MARIO ADVANCE 3

Bonus Stage Menu
At the stage-select screen, hold **SELECT** and press **L, L, B, A, R**. A menu will appear that allows you to play any of the mini-battles.


by Mina Lim, Rancho Cordova, CA


by Dominic Alvarez, Kingsburg, CA

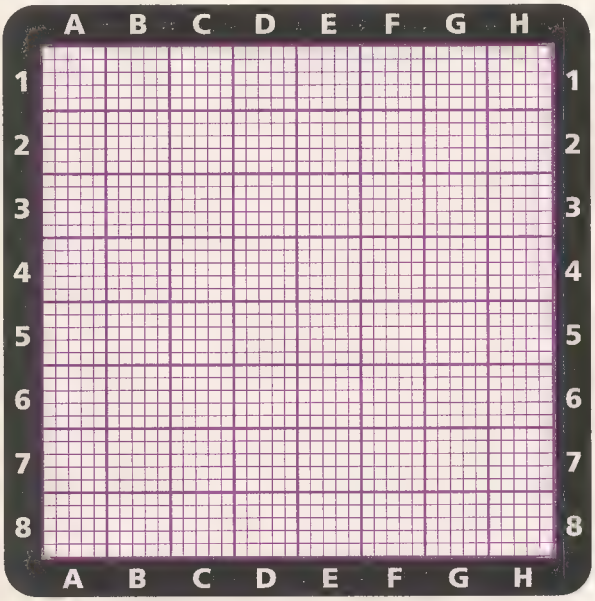
by Chris Tams, Bordentown, NJ

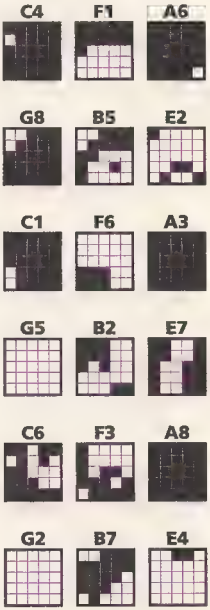

by Sarah Ping, Eustis, KY

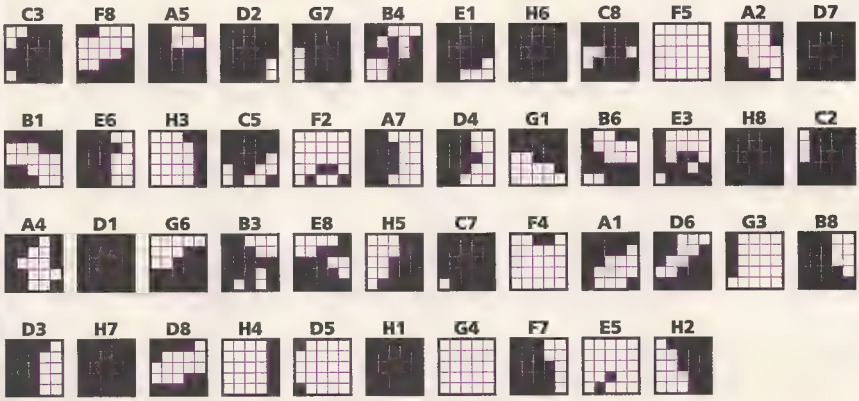
TIPS & TRICKS

Grab a pencil and get ready to unlock the secret images in our monthly feature: *Tips & Tricks Pencil Puzzles*! Every issue will include two puzzles featuring your favorite video-game characters. It's up to you to put the pieces together and figure out what the pictures are! Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery!

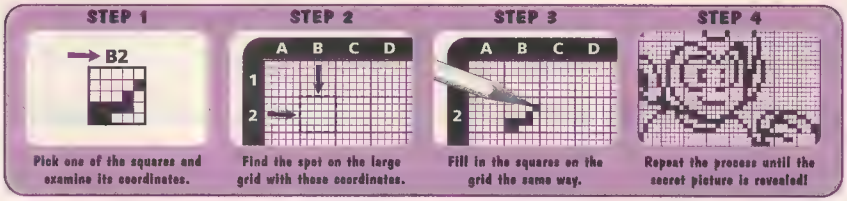
Pencil Puzzles

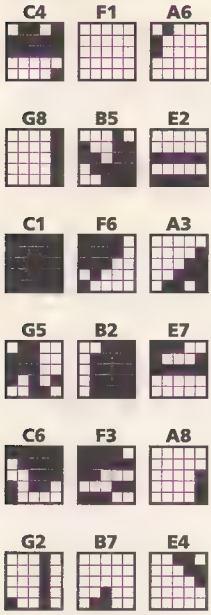


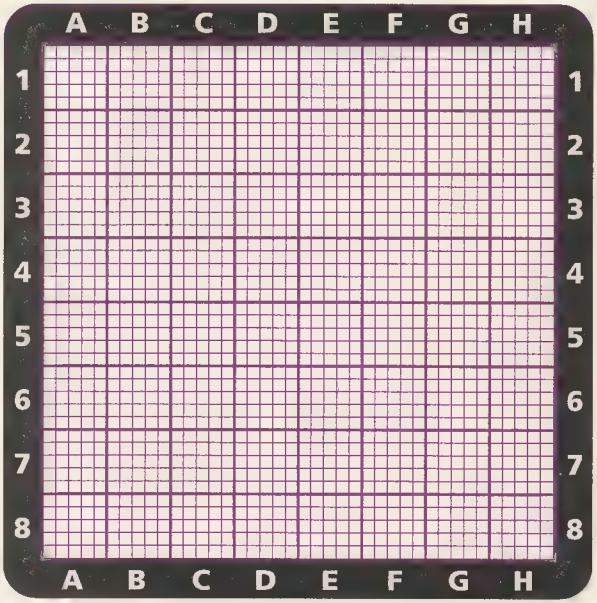


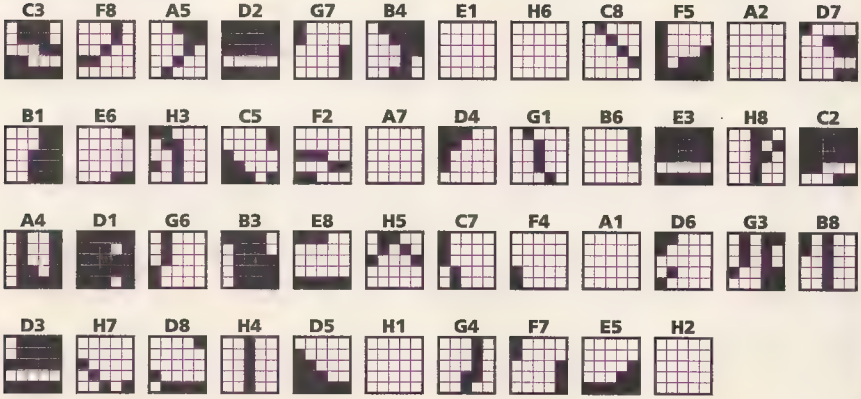


Directions


STEP 1
B2
Pick one of the squares and examine its coordinates.
STEP 2
A B C D
1
2
Find the spot on the large grid with those coordinates.
STEP 3
A B C D
2
Fill in the squares on the grid the same way.
STEP 4
Repeat the process until the secret picture is revealed!


C4
F1
A6
G8
B5
E2
C1
F6
A3
G5
B2
E7
C6
F3
A8
G2
B7
E4


A B C D E F G H
1 2 3 4 5 6 7 8


C3 F8 A5 D2 G7 B4 E1 H6 C8 F5 A2 D7
B1 E6 H3 C5 F2 A7 D4 G1 B6 E3 H8 C2
A4 D1 G6 B3 E8 H5 C7 F4 A1 D6 G3 B8
D3 H7 D8 H4 D5 H1 G4 F7 E5 H2

Codes for use with Action Replay Max Game Enhancer (PlayStation 2) and Action Replay Game Enhancer (GameCube)

PlayStation 2

007: Everything or Nothing

VD2Q-7602-32G5Y + WW44-J18E-VG8AG + RPH0-23PX-EDT5C + CCJ4-0RBQ-PQQVN + 0083-KG5A-1E83J + 5DP1-XC9Q-E0KAP + 6B3F-7QP0-6UAYF + 54QT-ZWGG-ECZVR + G537-126D-DDWBZ + N053-6CDZ-U6W0W + Z7ND-TB5P-E9C7U + NRB7-QRUU-E2R3U + W0QZ-1054-A7UUD + PPAU-VVC5-BFZMD + 896T-NJR1-5PA4V + VD6X-5HMT-0RY03 + FV39-31CW-GRJTH + 54ZR-98N9-MKJUH + 48AE-4VPF-TZWCH + 2VXV-41YY-KKEA9 + 03AH-5PBC-9K2T7 + 0WDH-NM4P-N7AA2 + FTH9-RNUJ-GQJ0C + 9968-1PWE-HFC62 + EAK0-PY98-Q5KFD + C6MN-U41P-XRXNV + 4CT3-T6VN-XUWZG—[M] Must be on
C9T2-4UN9-3YHKX + R5RZ-C405-V7KMM—Unlock Rewards
T3FM-RFV9-C461N + GK6R-M5K7-2H5G0 + Y4VP-QE18-25138—Infinite health in action missions
A2M7-J188-RWT04 + GK6R-M5K7-2H5G0 + 1ZF3-2JE7-N4T1D—Infinite ammo in action missions
752Q-ZEFD-XHHZM + X8R9-VAU4-YJAUA + ZF73-DX4F-PYQ7M—Infinite health in driving missions
XYW7-HBP9-GX0EX + X8R9-VAU4-YJAUA + NWQC-DP4E-UFXXN—Infinite ammo in driving missions

The Suffering

BPWV-N3AR-JAKZV + CHQ8-AN9F-9JWV4—[M] Must be on
PCXB-7UYP-PDFD3 + 9NGF-4UA3-WGXD8—Infinite ammo
4AFF-KHJW-D2MX1 + P77V-80AK-4CVU2—Infinite flashlight power
8XCU-EC82-CGN98 + DG9D-FR21-B1T6R—Infinite items
771U-MKBC-V6BVP + 4Q88-D63A-W38KN—Infinite Insanity

GameCube

Metal Gear Solid: The Twin Snakes

TJCP-ZRP3-KCF2Y + U1HQ-C09X-AKTK4—[M] Must be on
DAYT-ZZJU-59XY1 + UC1E-K4BK-D9ZMW + CKK4-M516-3PDQQ + MZF2-ZP75-5CVJG + CUG4-3YT7-T81NP—Infinite health
02BF-20DY-XN5T5 + U1EX-B2VM-FK4W3—Infinite oxygen
UYVJ-K7XW-EV46H + BNR2-650M-ZTVWC—Infinite grip
PDKA-W0CT-ZZR9K + T9H9-NGPH-P1KJP—Max. grip level
UECU-4UMV-4CZQP + C4NC-QBBC-JTHU5 + ZZVW-2GDU-DGH8J + WV4Y-X9TW-UUE0G + UXK3-G83X-75FQZ—No reload
5MXU-TG5W-HU12E + E92K-7JU3-UUNRV—Infinite rations
J9Q6-7HBX-CBU74 + PDH6-U4HX-8HDKN—Infinite medicine
5WWV-78U4-TRP9R + VTER-F181-Y24MB—Infinite bandages
MTNY-3FCC-ABFWQ + NJ6X-Q89W-AR8PK—Infinite Pentazem
GRU8-PKBR-0FJ2D + AP2B-J26J-0XYA0—Have body armor
W66Q-G3VY-RFJ6H + 6NBP-GPUP-9920J—Have mine detector
17ZQ-87KR-88CW7 + 6F1T-WWYA-R4YC2—Have RP Sensor
WVMN-FBDN-JG9MY + 7GQD-6TF2-5AXA4—Have gas mask
UNRY-2J37-3QXRF + FD7N-11M1-1E2NH—Have night vision goggles
35DJ-7E1U-R9TZG + RGGD-JXYC-9E5CA—Have thermal goggles
5F2B-FYVG-DYT0E + 9UN2-24FU-WBH6Y—Have scope
T5F0-Y8JK-ZT6K5 + V0WA-BXJM-7A7ZN—Have digital camera
6XG6-MY4N-4KMPV + K20K-6TE4-1VMHD—Have rope
P0W1-UAMM-36MDG + 44DE-AF60-EQTXV—Have handkerchief
WQ3F-1NQV-T48BW + X8MZ-BQDA-BYBPT—Have Box 1
16GK-ZEXW-KMQ67 + PQGX-9MNX-JQ3TV—Have Box 2
1RHT-PH3C-UQXVX + VY26-QW0H-ENHBE—Have Box 3
BYFP-YZQ8-XZR9N + GJ3W-NKNE-ADXTF—Have ketchup
1HVV-CHYF-AJ27E + 6EGD-BVXA-1WP0T—Have SOCOM suppressor
FH86-4TZB-EGY2Y + 9EFH-T0P6-84KQ3—Have MO Disc
0MM6-R6JQ-8YGWU + EQEP-XVH6-64VXR—Have Level 99 keycard
WP8F-X7TR-EKY9N + 1ZPU-3RNZ-RPZ0Y—Have bandana
JPQR-TJTC-WR66J + 23MQ-KVBK-9FRPG—Have stealth suit
MT09-FA0Z-1VA0P + JR26-75H9-7ZRQC—Have M9 (infinite ammo)
BY2W-W4TQ-XJTYW + 4VA4-Q8ZZ-5WCG8—Have SOCOM (inf. ammo)
86BY-WUV0-2YG03 + X8PE-XDQA-NP82J—Have PSG1 (infinite ammo)
B2JU-Y293-KXHYB + QDVW-U2K6-YNRXX—Have Nikita (inf. ammo)
GK5K-TXPA-AEENH + H6BR-X2MD-V4KAB—Have Stinger (inf. ammo)
9KNV-P7QE-VDYPE + 029V-NRHJ-VQVJJ—Have Claymore (inf. ammo)
PG2W-MRT2-V4J0D + DRX0-3E69-9GPBD—Have C4 (infinite ammo)
8WJB-4XQR-7WU3U + V3WE-Z5YY-9778Y—Have Chaff Grenade (inf. ammo)
GP0W-99FD-2PW5Z + 4QMB-TY93-JA7CH—Have Stun Grenade (inf. ammo)
T80R-46GT-9NP7H + 8J5U-H231-UGCVA—Have Grenade (inf. ammo)
E2ZV-WUY9-AGG0Z + AZZ1-X3AH-YFPMV—Have FAMAS (inf. ammo)
ND0F-DAX9-HPH3M + N6U4-F4TG-7RNAF—Have PSG1-T (inf. ammo)
BNYX-3EQ0-60M49 + BJW8-0JW0-NN3JY—Have book (infinite supply)
A8KP-G7BV-H0WXT + EYQN-A0U6-3QM7Q—Have magazine (inf. supply)

Codes for use with GameShark 2 Video Game Enhancers (Version 3 or 4 only)

PlayStation 2

The Haunted Mansion

949094EE-B5E617E6—[M] Must be on
2492B498-844453AD + 2493BC8C 9956139C—Infinite Bravery
245092AA-12F4455D—Infinite lives
244038F8-9A74174F—Infinite Souls
2451B6AE-DE74C10B + 24D3B688-5656C129 + 24DAF60A-1675C118 + 2450B6A8-5274C139 + 249197A8-10F64364—Have Beacon upgrades
24D03368-1A744124 + 24D233E8-9256411C + 24D233E8-1256413D + 24D133F4-9F7C418D—Have Room Souls collected
245910A8-24744510—One-hit kills

MX Unleashed

948039B4-FF7A932E—[M] Must be on
240CC96E-D8731A47—Infinite cash
24C992A0-45A49F26—Have extra stunt activity time
24501528-14F0418C—Unlock Pro Physics
24501528-14F041AC—Unlock Expert AI
249115F4-9F3C4529—Unlock Cheats

Rise to Honor

9495BCA4-35FE5C64—[M] Must be on
24C29EE8-82D553B9—Infinite health
2498B0EC-00D45708 + 2498B0EA-80D45719—Infinite Block/Adrenaline
245816A8-2474572C—One-hit kills
2450042A-B4B4D3F8 + 244015A8-B0B4D3E9—Special features

Romance of the Three Kingdoms IX

94D0B8E0-B4EE1064—[M] Must be on
2403D886-FEA15A4E—Infinite gold
2403D886-FEA15A6E—Infinite food
14009D78-BE3007DE + 14009D78-BE3007FE—Pu Yang: Max. earned TP
14109672-B7B0077E—Pu Yang: Max. Trust
14109672-B7B007DE + 14109672-B7B007FE—Pu Yang: Max. Trade
14109672-B7B007EE + 14109472-B7B0074E—Pu Yang: Max. Farms
1410B572-B7B007EE + 14109672-B7B007CE—Pu Yang: Max. DEF

Game Boy Advance

Corvette

916244-127CA4 + 26CCDE-7CFFD2 + C23EA5-403007—[M] Must be on
29A8DF-7872F4—Place first
AFEFC3-BAFE54—Stop timer
623E96-64622E—One-lap race
EF2EC7-68F700—Ten-lap race
8022A5-EA5DDF + 82EDAA-34FED2—Unlock all cars

CT Special Forces

981776-CA3452 + 1D428B-CF990E + 707DE8-4E0CFE—[M] Must be on
5CEF79-76FDFE—Infinite HP
944069-029DDE—Infinite lives
7FBF9A-FCE020—Infinite climbing rope
20D084-6E60DE—Infinite grenades
60F584-6D20A9—Infinite sniper time
FF3F9A-BAC076—Infinite machine gun ammo
7CFF9A-7CE028—Infinite rockets
FC7F9A-38C028—Infinite flamethrower

Mega Man Battle Chip Challenge

93361CAE8822 + 1F1AF84A50F4 + FEB32D4D65B9—[M] Must be on
0173AB8C6C3C—Infinite HP
E093CB9D5CB9—Maximum HP
0D73A90C6C2C + 6C73E90C7C2C—Maximum AP
93BBB38FCCB6 + 726CA304CC37—Infinite Chip HP
0D25895C64A0 + 726CA304CC37—Maximum Chip AP
F21BCB9F1E18 + 5EFA54F2F047—Infinite Zenny
407BD3DE1327—Slot Max 99MB
F2ADF387FE8A—Maximum MB
2DECB0C22767—Gauge always 0
2DECB0C22767—Rival gauge empty
DE8C54D3F1E2—Rival has no HP
D28C5653F1F2 + B38C1653E1F2—Rival has no AP
CCC44491F96E + 726CA304CC37—Rival's Chips have no HP
D2DA7603F97E + 726CA304CC37—Rival's Chips have no AP
CC5AD0B31A42 + 0D7B90525177 + 2DF28018F972 + 5F9A4C9879EC + BF922CA1AAC8 + 8D6589DD2B24 + E0F29B5F6131—Complete Pack
5E0C7C2A4978 + E0D29A5B6170 + 6C3A547A41FF—Complete Library

TIPS & TRICKS®

BACK ISSUES

2000

May 2000 Syphon Filter 2: Chu Chu Rocket!, Strikers 1945 Plus, Front Mission 3 (Part 1), Pokémon Stadium (Part 2)

June 2000 Resident Evil Code Veronica: Mr. Driller, I-Spy: Operation Espionage, Front Mission 3 (Part 2), Pokémon Stadium (Part 3)

October 2000 Spider-Man: Ultimate Fighting Championship, Incredible Crisis, Street Fighter III: 3rd Strike, Ogre Battle 64

November 2000 Capcom vs. SNK (Part 1): Ridge Racer V, Eternal Ring, Armored Core 2, Army Men: Sarge's Heroes 2, Tony Hawk's Pro Skater 2, The Grid

Tips & Tricks Pokémon Report: Special Pokémon issue with exclusive feature on the creators of Pokémon, plus strategy guides for Pokémon Stadium, Pokémon Trading Card Game, Pokémon Snap and Pokémon Yellow

2001

January 2001 Gundam Battle Assault: Shenmue, Smuggler's Run, WWF No Mercy, RC de GO!, Driver 2

February 2001 Mega Man X5: Scooby-Doo! Classic Creep Capers, Theme Park Roller Coaster, Banjo-Tooie, Dragon's Lair, Razor Freestyle Scooter, The King of Fighters '99, The Grid

March 2001 Star Wars Episode I: Battle for Naboo: The Bouncer, Project Justice, Blaster Master: Blasting Again, Phantasy Star Online

April 2001 Dance Dance Revolution: Paper Mario (Part 1), Metal Slug X, Onimusha Warlords

May 2001 Zone of the Enders: Metal Gear Solid 2 Trial Edition, Daytona USA, Point Blank 3, NBA Hoopz, Paper Mario (Part 2)

June 2001 The Simpsons Wrestling: Dr. Mario 64, Star Wars: Super Bombad Racing, Pokémon Stadium 2 (Part 1), 18 Wheeler: American Pro Trucker, Time Crisis: Project Titan

July 2001 Crazy Taxi 2: Mario Party 3, Mat Hoffman's Pro BMX, MTV Music Generator 2, Castlevania: Circle of the Moon, Pokémon Stadium 2 (Part 2)

August 2001 World's Scariest Police Chases: Gran Turismo 3: A-Spec, Bloody Roar 3, Sports Jam, CART Fury Championship Racing

September 2001 Klonoa 2: Lunatea's Veil: Sonic Adventure 2 (Part 1), Escape From Monkey Island

October 2001 Madden NFL 2002: Pokémon Crystal, Power Shovel, Sonic Adventure 2 (Part 2)

November 2001 Spy Hunter: X-Men Mutant Academy 2, Dave Mirra Freestyle BMX 2, Fortress, Phantasy Star Online Ver. 2

December 2001 Dragon Warrior VII (Part 1): Time Crisis II, Batman: Vengeance

2002

January 2002 Luigi's Mansion, Oddworld: Munch's Oddysee, Capcom vs. SNK 2, Mega Man Battle Network, Dragon Warrior VII (Part 2)

February 2002 Super Smash Bros. Melee: WWF Smackdown! "Just Bring It," Metal Gear Solid 2, Shrek

March 2002 Maximo: Ghosts to Glory: Mega Man X6, Pikmin, Star Wars: Obi-Wan

April 2002 Star Wars Racer Revenge: Fatal Frame, Jet Set Radio Future, Smashing Drive

May 2002 Virtua Fighter 4: Sega Soccer Slam, Rallisport Challenge, Mister Mosquito, Bloody Roar: Primal Fury

June 2002 Spider-Man: Resident Evil, GUNVALKYRIE, Headhunter, The Italian Job

July 2002 Dragon Ball Z: The Legacy of Goku: Dragon Ball Z: Collectible Card Game, Medal of Honor: Frontline, Lost Kingdoms, Hunter: The Reckoning

August 2002 Stuntman: Bomberman Generation, Bruce Lee: Quest of the Dragon, WWE Wrestlemania X8, Urban Yeti!, Gundam Battle Assault 2

September 2002 The Mark of Kri: Barbarian, Eternal Darkness: Sanity's Requiem, Crazy Taxi 3: High Roller

October 2002 Super Mario Sunshine (Part 1): Onimusha 2: Samurai's Destiny, Turok: Evolution, Castlevania: Harmony of Dissonance

November 2002 Gundam: Federation vs. Zeon: Robotech: Battlecry, Kingdom Hearts, Super Mario Sunshine (Part 2)

2003

January 2003 Tony Hawk's Pro Skater 4: Metroid Prime, R.A.D.: Robot Alchemic Drive, Tom Clancy's Splinter Cell, Star Trek: Voyager

March 2003 War of the Monsters: Phantasy Star Online Episode I & II, Panzer Dragoon Orta, Disaster Report, Guilty Gear X2

May 2003 Tenchu: Wrath of Heaven: Army Men: Sarge's War, Dynasty Warriors 4, Tao Feng: Fist of the Lotus, The Legend of Zelda: The Wind Waker (Part 2)

June 2003 100th Issue Special: Midnight Club II, Burnout 2: Point of Impact, Ikaruga, The Legend of Zelda: The Wind Waker (Part 3)

July 2003 Resident Evil: Dead Aim: Ultimate Muscle: Legends vs. New Generation, Evil Dead: A Fistful of Boomstick, Castlevania: Aria of Sorrow, Magic Pengel: The Quest for Color

August 2003 Ape Escape 2: Wario World, Outlaw Volleyball, Dragon Ball Z: The Legacy of Goku II, Wakeboarding Unleashed Featuring Shaun Murray

September 2003 Silent Hill 3: Chaos Legion, Sonic Adventure DX: Director's Cut, Freaky Flyers, Virtua Fighter 4: Evolution

October 2003 Soul Calibur II: F-Zero GX, Star Wars: Knights of the Old Republic, Buffy the Vampire Slayer: Chaos Bleeds, SVC Chaos: SNK vs. Capcom

November 2003 Mega Man X7: Viewtiful Joe, Dungeons & Dragons Heroes, The Simpsons: Hit & Run, Teenage Mutant Ninja Turtles

December 2003 Ratchet & Clank: Going Commando: Kirby Air Ride, SSX3, Star Wars: Rebel Strike, Castlevania: Lament of Innocence

2004

January 2004 Tony Hawk's Underground: I-Ninja, True Crime: Streets of L.A., Dragon Ball Z: Budokai 2

February 2004 Final Fantasy X-2: Mario Kart: Double Dash!!, Fugitive Hunter: War on Terror, Mission: Impossible–Operation Surma, Monster Rancher 4

Yes! Please send me the back issues as indicated to the right.

Order list

Name

Address

City/State/Zip

( )
Phone # E-mail

☐ Payment Enclosed Charge My ☐ VISA ☐ MasterCard

Credit Card # Exp.

Signature

Send this form to: TIPS & TRICKS P.O. Box 15397 Beverly Hills, CA 90209

Foreign: Add $2.00 each for shipping. U.S. funds drawn on a U.S. bank. All back issue sales are final. No refunds will be issued. Please allow 4 to 6 weeks for delivery.

May	'00	____ x $8.00 =	____
June	'00	____ x $8.00 =	____
October	'00	____ x $8.00 =	____
November	'00	____ x $8.00 =	____
Pokemon	'00	____ x $8.00 =	____
January	'01	____ x $8.00 =	____
February	'01	____ x $8.00 =	____
March	'01	____ x $8.00 =	____
April	'01	____ x $8.00 =	____
May	'01	____ x $8.00 =	____
June	'01	____ x $8.00 =	____
July	'01	____ x $8.00 =	____
August	'01	____ x $8.00 =	____
September	'01	____ x $8.00 =	____
October	'01	____ x $8.00 =	____
November	'01	____ x $8.00 =	____
December	'01	____ x $8.00 =	____
January	'02	____ x $8.00 =	____
February	'02	____ x $8.00 =	____
March	'02	____ x $8.00 =	____
April	'02	____ x $8.00 =	____
May	'02	____ x $8.00 =	____
June	'02	____ x $8.00 =	____
July	'02	____ x $8.00 =	____
August	'02	____ x $8.00 =	____
September	'02	____ x $8.00 =	____
October	'02	____ x $8.00 =	____
November	'02	____ x $8.00 =	____
January	'03	____ x $8.00 =	____
March	'03	____ x $8.00 =	____
May	'03	____ x $8.00 =	____
June	'03	____ x $8.00 =	____
July	'03	____ x $8.00 =	____
August	'03	____ x $8.00 =	____
September	'03	____ x $8.00 =	____
October	'03	____ x $8.00 =	____
November	'03	____ x $8.00 =	____
December	'03	____ x $8.00 =	____
January	'04	____ x $8.00 =	____
February	'04	____ x $8.00 =	____

Subtotal ____ $ ____

Subtotal ____ $ ____

Total ____ $ ____

READER MAIL

Send us a letter! Our friendly mailroom guy, Earl, will deliver it to us!

TIPS & TRICKS 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211

VIDEO GAME PROSE

During the summer, I went to the book fair near my house. As I was looking through the science fiction section, I found a book based on the NES game *Blaster Master*! It was from a series called *Worlds of Power*. Do you know anywhere where I can get more books based on video games? *Blaster Master* was really awesome and I want more!

—Gabe Siciliano
Princeton Junction, NJ

Sure, we remember the Worlds of Power *books! Here's a list of titles in the series, all based on Nintendo Entertainment System games:*

Blaster Master
Metal Gear
Ninja Gaiden
Castlevania II: Simon's Quest
Wizards and Warriors
Bionic Commando
Infiltrator
Before Shadowgate
Mega Man 2
Bases Loaded II: Second Season

If you can't find these at book fairs or used book shops, they do turn up in online auctions with some regularity, and they're very inexpensive.

If you're interested in novelizations of more recent video games, check out the science fiction or adventure sections of your local bookstore for paperbacks based on popular games like Halo *or* Resident Evil. *They're much more deep and serious than the* Worlds of Power *books, which were aimed at young children.*

A sample of recent novels based on video-game properties.

OMEGA BOOSTER

I noticed that on Issue 109, on the cover of the issue where the *Sonic Heroes* characters were, the robot Omega isn't there, and I was wondering why.

—Bruno Moyaho
Chicago, IL

Great question, Bruno; we were wondering if anybody was going to notice that! Omega was supposed to appear on our cover with the rest of the Sonic Heroes *teams, but when we started cramming all of the characters together, it was impossible to see him; he just looked like a shiny blob peeking out from behind much more identifiable characters. Unfortunately, we had to make a last-minute design decision and he just didn't make it into the final image. By way of apology to all the Omega fans out there, we now present an un-obstructed view of your favorite E-series robot.*

CHEATING WITH DISCRETION

What is the difference between Action Replay and GameShark?

—Tylour Howard
Springfield, IL

The Action Replay and GameShark video-game enhancers are very similar to each other; essentially, they both allow you to temporarily (and harmlessly) alter certain parameters in your favorite video games to allow for cheats like invincibility, infinite lives and unlimited weapons. They're made by different manufacturers, however, so codes for one device will not work on the other, and there are functional differences between the two in the way codes are updated. Both manufacturers provide new codes to Tips & Tricks *every month (see page 82), so no matter which one you choose, you can definitely expect a steady stream of new codes for the foreseeable future.*

E-READER INQUIRY

I was very surprised and pleased when I received a *Kirby Slide* e-Reader card with my January issue of *Tips & Tricks*. Do you have any current plans to include any e-Reader cards in future issues?

—Alex Luna
Montgomery, TX

We'd love to give away free e-Reader cards with EVERY issue of Tips & Tricks, but the content, design, printing and distribution of the cards is entirely controlled by Nintendo, and we have not heard about any plans for future promos. Maybe you should contact our friends at Nintendo and tell them how much you enjoyed the free card; it might encourage them to do it again!

TOKEN OF THE MONTH

This month's token comes all the way from the SM City Mall in Manila, Philippines; it was sent in by Zoe Lim, who lives in Binondo, Manila. Thanks, Zoe!

Arcade players and operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name right here! Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

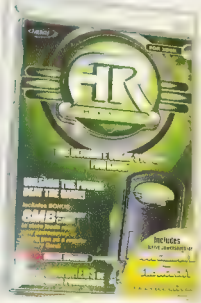
Token of the Month
Tips & Tricks Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

Gaming Gear

hardware
peripherals
accessories

Datel's Advance Game Port lets you play Game Boy Advance games on your TV screen while using the GameCube controller. Stick a GBA cart into the port and plug the device into your GameCube's Memory Card slot, insert the enclosed mini disc and you're good to go. At $34.99, the Advance Game Port costs less than Nintendo's Game Boy Advance Player for the GameCube, but the emulation quality of certain games is definitely compromised in terms of their frame rate and audio reproduction.

Ready to go Super Saiyan on your buddies? The Dragon Ball Z Super Saiyan Glow Controller from Nuby lights up Goku's hair every time it vibrates. Feel the rage! It also comes with a Turbo button so you can intimidate your opponents while playing Budokai 2! Pick one up at your local game retailer for $24.99.



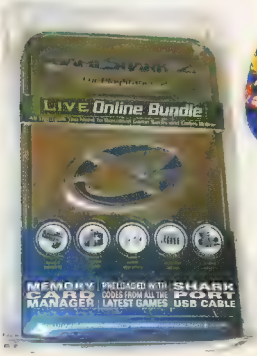
Datel's Action Replay Cheat System for the Xbox is a bit different from other cheat devices. Instead of modifying a game program while it's running, it works by replacing or modifying your game save files. It comes with tons of "Powersaves" for hundreds of games so you can cheat to your heart's content. Also included is a 8MB Memory Card so you can load even more saves with Action Replay's free online updates. It can even be used as a regular Memory Card if you choose. With the high-speed USB docking station, transferring save data to and from your PC has never been easier. Get it now for $29.99!

The Game Boy Advance SP has always been prone to nicks and scratches due to its fragile paint job. Protect your investment in style with the Dragon Ball Z Cool Covers from Nuby. Several designs and colors are available. Get some protection for $9.99!

Nuby's Dragon Ball Z Grip and Stick snaps a mini thumbstick and hand grips onto your GBA SP without any fuss. Now you can do a fireball without ripping your thumb apart on the D-pad. Get a grip for $9.99.

Tecmo and Nuby put their heads together to create this awesome Ninja Gaiden Xbox controller, a must-have for any Ninja Gaiden fan. Available exclusively at www.tecmoinc.com for $24.99, along with plenty of other Ninja Gaiden accessories.

The GameShark 2 Online Bundle gives you all the tools you need to download game saves and codes for the PS2. It's pre-loaded with all the codes from the latest games, but you can also keep up with newer releases by going online using the SharkPort USB cable for your PC. Sometimes you can even get new GameShark codes the day the game comes out! Available at retail for $49.99.



Entering GameShark codes can be a long and painstaking process. With the GameShark Sharkboard, however, you can enter game titles, code descriptions and long strings of GameShark codes with ease. Of course, the full-size keyboard can also be used for typing messages in online games like Phantasy Star Online and Final Fantasy XI. The Sharkboard comes with connections for both the PS2 and GameCube. Available now for $29.99.

Champions of Norrath

by Pat Reynolds

Welcome to the first of a five-part series of columns focusing on Sony's action-RPG, *Champions of Norrath*. Each month, this column will take a detailed look at one of the five playable classes in the game, as well as provide tips and strategies for surviving one of the game's five acts. This month, we'll kick off the column with some general tips for playing *Champions of Norrath*, take a look at the Barbarian Warrior class and help you through Act I of the game.

Vol. 1

NORRATH TIPS & TRICKS

Champions of Norrath is a huge game, filled with thousands of different items to find, hundreds of monsters to battle and hours of adventure to be had. Here are some helpful tricks to help you get the most out of the game. Note that some of these tricks deal with manipulating your *Champions of Norrath* game save files. Be careful not to accidentally erase important saves when you do this

Free Unlimited Storage Space

One problem with *Champions of Norrath* is that you're constantly picking up unique weapons or armor that you won't be able to use for a long time because of the level requirements. Here's a solution! Start a new game, with one to three Barbarian Warriors. Put all of their starting attribute points into Strength (to increase their carrying capacity) and then sell all of their belongings at the shop. Next, save the game. We'll call this the "mule save," since these Warriors will act as your pack mules for holding unique items. Now, whenever you have a character with a unique item you want to store, load up the mule save, import your character, drop the unique item, have one of the Warriors pick it up, delete the character you brought in (don't worry, that character still exists in your regular save file) and then save the game, overwriting the mule save file. Presto! You've got a Warrior holding your item(s) until needed. When you need to retrieve an item, simply import the pack mule character into your game and drop the item you need.

Farming the Bosses

Now that you know how to store all of the cool stuff you'll find, here's a method for getting huge quantities of unique items! Save the game just before fighting a boss. (This works best against late-game bosses, with the final boss being ideal.) We'll call this "Save 1." Beat the boss and pick up whatever goodies it drops. Save the game as a new file ("Save 2"). Now use the following steps to repeatedly loot the same boss and build up a stash of unique items.

Step 1: Load "Save 1"
Step 2: Import your character from "Save 2"
Step 3: Beat the boss and take the loot
Step 4: Save the game, overwriting "Save 2"
Step 5: Return to Step 1 and repeat as needed

You can also use this trick to "farm" certain enemies, like skeletons and fire beetles, for rare items like bone chips and fire beetle eyes.

Cheat Code: Instant Level 20 + 999 Skill Points!

Use this code to instantly convert your new Level 1 character to a Level 20 character with 999 skill points. First, start a new game. When you have control of your character, press **L1 + R2 + △ + R3** (push in the right joystick until you hear it click). As soon as all four buttons are held down, your character will jump to Level 20 with 999 skill points to distribute. Of course, there's a drawback to this: You won't get the attribute points (strength, intelligence, dexterity and stamina) that normally go along with each new level, but you will be able to max out a few skills and pump most of the others up...and you'll have enough skill points to max out all of your skills when you reach higher levels (which is something that normally isn't possible).

CLASS: BARBARIAN WARRIOR

Starting Abilities	
Strength	35
Intelligence	20
Dexterity	25
Stamina	35

The Warrior's role is that of a melee powerhouse. The Warrior knows no equal in frontline combat.

Advantages—The ability to use any weapon type, equip any kind of armor and stay alive in the midst of close combat longer than any of the other classes.

Disadvantages—Ranged combat is foreign to the Warrior; although able to use bows and spears, the Warrior is clumsy with them. Magic use is also problematic for the Warrior because—unlike the other classes—the Warrior's mana doesn't regenerate naturally; it refills with each enemy killed. This can become a problem during boss battles, but is easily solved by stocking up on mana potions before the battle.

Unique Items to Watch For—In the early game, you'll almost always find a Gatorsmash Maul, a reliable two-handed hammer that will carry you through most of Act I. If you're a shield-inclined Warrior, look for the Scute Shield or the Yakatizma Shield. If you're very lucky, you'll come across Ice Flame in Act II; it's a powerful sword that causes both fire and cold damage. Ice Flame is so powerful that you can use it as your main weapon for most of the "Adventurous" difficulty game! In the higher levels, keep an eye out for the Kizrak's armor set, which can only be worn by a Level 31 Warrior. Each piece (armor, leggings, boots, gauntlets and helm) grants bonuses to Strength and Dexterity. Also look for the Blade of Strategy and the Blade of Tactics, two swords that boost the Warrior's Intelligence and Dexterity. Finally, for the Level 50 Warrior who has everything, hunt down the Champion Armor Set, armor with defense bonuses so high that you'll become nigh-invulnerable! Of course, by the time you reach level 50, there's very little in the game that can hurt you anyway, but at least you'll have the bragging rights in your circle of champions.

Warrior Skills

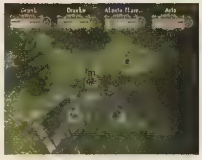
Skill	Required Level	Required Skills	Details	Advantages	Disadvantages
Blunt Weapons	1*	N/A	Increases blunt weapon damage	If you choose to use only blunt weapons, increased damage is always good	Only works for blunt weapons. Find an excellent sword and you won't get the damage bonus
Slashing	1*	N/A	Increases slashing weapon damage	Choose bladed weapons, and this skill increases your melee damage	Every point put into this skill is wasted if you decide to use a mace or hammer halfway through the game
Slam	3	Blunt Weapons	A powerful melee attack that does extra damage	At level 1, this attack does 100% extra damage	It increases in increments of 10% per point—either commit to putting many skill points into it, or very few
Bind Wound	3	Blunt Weapons or Slashing	Increases health regeneration rate	Warriors take a lot of damage, so increasing your auto-regen rate saves having to rely on loads of health potions	Spending money on loads of health potions will let you stay healthy nd put your skill points offensive skills
Dodge	5	Slashing	Gives chance to evade ranged attacks	Cuts down the damage taken when approaching groups of ranged attackers	You'll need to sink at least 8 skill points into Dodge before you get even a 25% chance to evade ranged attacks
Endurance	5	Slam	Increases carrying capacity	Ability to carry more stuff equals fewer trips back to the shop	The Warrior's primary attribute, Strength, also increases carrying capacity
Shield Bash	5	Bind Wound	Shield attack with a chance to stun	Solid damage, starting chance to stun is 20%	Chance to stun at level 20 is only 58%, you must have a shield equipped
Critical Hit	8	Dodge	Improves chance of critical hit	Starts at 10%, aura effect grants ability to nearby party members, hits 25% at level 6	Bonus to skill point ratio at high levels not that great, peaks at around 8 skill points
Ground Pound	15	Endurance	Area effect damage with two-handed blunt weapon	Excellent for crowd control; causes damage to all enemies within area of effect	Requires a two-handed blunt weapon to use. If you focus on this skill, skills such as Shield Bash, Dual Wield and Slashing are unusable
Dual Wield	10	Critical Hit	Wield a one-handed weapon in each hand	Hit enemies twice as many times as when wielding a single weapon, works with slashing and blunt weapons	Starting damage is 62% normal for each weapon. You'll need to invest some serious skill points before this skill starts paying off
Charge	15	Endurance	Running attack for high damage	Allows Warrior to quickly close distance to enemy, causes massive damage	You'll need to invest 10 skill points before Charge really pays off with an area damage effect
Cyclone	10	Critical Hit	Spinning attack damages multiple enemies	Hits every enemy surrounding the Warrior, excellent for clearing swarms	Starts at 30% normal damage per hit. Tops out at 78% at 20 skill points. You need to pump it to the max to get the most benefit
Ancestral Call	20	Shield Bash	Boost attack speed and damage	Essentially Slam on a timer, Ancestral Call starts great and only gets better. Added bonus—it gives the same boost to nearby friendlies	Takes a load of mana to execute, so be sure to stock up on extra mana potions
Riposte	15	Cyclone	Chance for auto-damage against attacker	Auto-damage to enemies is always good	Anemic at level 1, with a 10% chance to succeed and cause 24-29 damage. Don't bother—most enemies that get close enough to hit you are already getting hit back for a lot more damage from normal attacks

* The Warrior has 1 skill point in this skill at the start of the game

ACT I STRATEGY GUIDE

The following information will help you complete Act I of the game. Certain enemies drop items that can be added to weapons and armor to give them special properties. These items are listed after the monsters that drop them. These items can only be dropped by these enemies, and are very rare.

Lesser Faydark/Greater Faydark/Goblin Caves

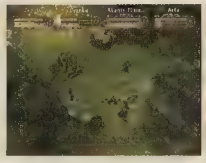


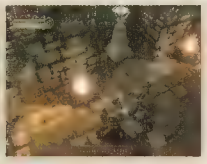
Enemies: Fire Beetles (Fire Beetle Eyes), Goblins, Dire Badgers, Orcs

Be sure to scour every corner of these maps to find the hidden entrances to the caves. Clean out the goblin-infested caves to earn experience and grab loads of loot to equip or sell back in town.

Lesser Faydark and Greater Faydark are two of the very few places in the game that you'll find fire beetles. These bugs sometimes drop the extremely rare fire beetle eyes, items that add fire damage to weapons and fire protection to armor. Keep your eyes open for these valuable items!

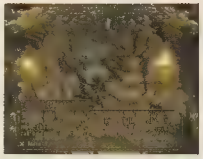
Boss: Goblin Leader





You'll face this boss three times in Act I: at the entrance to the main Goblin Caves, at the end of the Goblin Caves and in the Orc Caves. (Technically, the boss of the Orc Caves is a large orc in armor, but you can still beat him using this strategy.) The same tactics work each time—hit him with ranged attacks until he closes to melee distance, then block his attack before swinging back. In multiplayer games, have one character block him while the others unload ranged attacks for an easy victory.

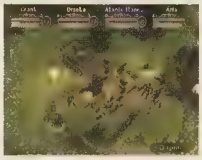
Orc Caves



Enemies: Orcs

When you reach Elgoain near the stairs to the second floor of the caves, he'll ask you to bring him the Elfdraught, which is somewhere on the floor below. When you find the Elfdraught, bring it right back to Elgoain and he'll reward you with a magic sword. If you wait to bring him the Elfdraught until after defeating the Goblin Leader boss on the third floor, you'll be too late and you'll miss the reward. Note that at the higher difficulty levels, Elgoain will give you better weapons, so this quest is worth completing each time you play through the game.

Faydark Ruins



Enemies: Fire Beetles (Fire Beetle Eyes), Goblins, Dire Badgers, Orcs

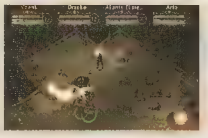
If you're having trouble finding some of the catapults, make sure you got the two that are located before you reach the stone wall "maze" (the area right before you meet up with Oetheilas). There are always two catapults located before you get the quest to destroy all 10 of them. Look in the niche on the left side of the map right near the beginning; otherwise, be sure to thoroughly check both sides of the map for the hidden catapults.

Forest Ruins

Enemies: Giant Spiders (Venom Sacs)

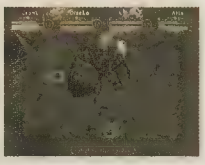
The spiders have spawn points (areas where a new spider will emerge when you kill the one before it). Hang out in these areas and kill all of the spiders to build your experience. Use fire against the spiders and equip anti-poison items to counter their attacks. Keep an eye out for venom sacs among the items dropped by the spiders in the ruins; they add poison damage to weapons or poison resistance to armor. You won't get another opportunity to find venom sacs until Act III.

Boss: Orc Leader



Here's the first "tough" boss you'll face. He's got an easy pattern to exploit, though. He'll use a charge attack to get close, but it's easy to avoid and leaves him momentarily staggered. Hit him after his charge, then move away so he'll charge again. Watch out for his combo attacks—when his weapon glows blue, his attacks can break your block and knock you down. If you fall, you'll be defenseless against his attacks until you get back up; use health potions if the Orc Leader attacks you to stay alive until you can defend yourself again.

Boss: Shelox the Spider



Shelox has two main forms of attack. One involves shooting web lines at you to pull you into her jaws, then holding you there with her front legs while she attacks. The other finds her spitting poison. If you get hit by a web, run in the opposite direction until the line breaks. If you get pulled in and trapped, face Shelox and block until you can get away. Her attacks can knock you down, and she'll follow with a spray of poison that can easily kill you if you're on the ground and unable to block. Also, web lines that miss you can attach to the far wall; running into one will hold you in place. The best strategy against Shelox is to run circles around her and attack her sides and back while she spins to try to face you.

NEXT MONTH: In our next installment, we'll look at the Wood Elf Ranger and journey through Act II.

TIPS & TRICKS Tournament Report

Vol. 50

by Jason Wilson

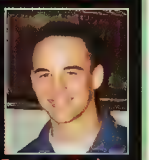
Sponsored by The Official Electronic Games Scoreboard™ TWIN GALAXIES www.twingalaxies.com

This monthly column features coverage of major arcade and home video-game tournaments happening all across North America! On these pages you can see photos of the greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video-game tournament. Support your local arcade and get your tournament in *Tips & Tricks* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *Tips & Tricks Tournament Report*, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

XBOX LIVE CAPCOM VS. SNK 2 TOURNAMENT!

During February, 118 players from all over the world signed up for the first-ever *Tips & Tricks Xbox Live Capcom vs. SNK 2 EO* Tournament! The available prizes included Capcom software and *Tips & Tricks* subscriptions. Unfortunately, online latency was a factor in the tournament; many hardcore players realized that trying to play the game exactly like the arcade version would not be possible. Even so, the majority of the players in the tournament still had something to prove, and it was a rare opportunity for players from all over the world to compete against each other. Here are the results:

1st Place—Alex "Miami X-Alex" Navarro
2nd Place—Alex "Calipower" Valle
3rd Place—Barry "The Gadgy" Cohen
4th Place—Simon "EGON X" Luong



Tournament winner Alex Navarro

TOURNAMENT CALENDAR

April 24th, 2004
GameZone's "Everything or Nothing" Tournament
Contact: GameZone
4030 West Main Street
Dothan, AL 36305
(334) 702-3986
3539 Thomasville Road
Tallahassee, FL 32308
(850) 893-0595
2220 South Ferdon Blvd
Crestview, FL 32536
(850) 689-5125
2591 Madison Ave
Montgomery, AL 36107
(334) 262-8985
6928 S. Florida Ave
Lakeland, FL 33813
(863) 701-8066
308 East Highland
Inverness, FL 34452
(352) 637-4002
396 Sam Houston Jones Blvd
Moss Bluff, LA 70611
(337) 217-3430
6880 Daniels Parkway
Ft. Myers, FL 33912
(239) 728-6855
760 Brindlee Mountain Parkway
Arab, AL 35016
(256) 586-3305
120 Center Street
Auburn, ME 04210
(207) 784-3020
29 Shopping Center Drive
Bath, ME 04530
(207) 443-8954
903 Hanover Street
Manchester, NH 03101
(603) 641-0691
4 Hall Street
Concord, NH 03301
(603) 228-9309
10600 France Ave South
Bloomington, MN 54313
(952) 884-3330
1798 Market Drive
Stillwater, MN 55082
(651) 430-2187
Tournaments begin at 12:00 PM at all 15 GameZone locations on the following titles: *Dragon Ball Z: Budokai 2* for PlayStation 2, *James Bond 007: Everything or Nothing* for Xbox and *SSX3* for GameCube. Available prizes include games and GameZone T-shirts.

May 28-30, 2004
East Coast Championships IX: Resentment
Contact: Chris Cotty
Eight on the Break
340-346 North Ave
Dunellen, NJ 08812
(732) 752-8880
http://www.thebreak.net
Singles and team tournaments will be held on *Marvel vs. Capcom 2, Capcom vs. SNK 2, Tekken Tag Tournament, Tekken 4, Street Fighter III: 3rd Strike, Guilty Gear XX* and *Super Street Fighter II Turbo*.

June 25-27, 2004
Midwest *Street Fighter* Championships 2004
Contact: Amar Patel
Nickel City
555 Waukegan Road
Northbrook, IL 60062
(847) 559-8727
The premiere fighting-game championship in the Midwest returns to suburban Chicago, Illinois! The tournament schedule is as follows:
Friday, June 25
11:00 AM—Signups
12:00 PM—*Puzzle Fighter*
3:00 PM—*SVC Chaos: SNK vs. Capcom/Vampire Savior*
5:00 PM—*The King of Fighters 2003/Street Fighter Alpha 3*
8:00 PM—*Street Fighter III: 3rd Strike*
Saturday, June 26
11:00 AM—Signups
12:00 PM—*Street Fighter 15th Anniversary Edition* Qualifying Rounds
3:00 PM—*Capcom vs. SNK 2*
8:00 PM—*Guilty Gear XX*
Saturday, June 26
11:00 AM—Signups
12:00 PM—*Street Fighter 15th Anniversary Edition* Finals/*Marvel vs. Capcom 2*
3:00 PM—*Capcom vs. SNK 2* Team Tournament
5:00 PM—*Super Street Fighter II Turbo*
8:00 PM—*Street Fighter III: 3rd Strike* Team Tournament

RECURRING TOURNAMENTS

Golfland ENTERTAINMENT CENTERS INC

***Capcom vs. SNK 2/Marvel vs. Capcom 2* Monthly Tournaments**
Contact: Golfland USA
855 E. El Camino Real
Sunnyvale, CA 94087
(408) 245-1322
www.golfland.com

***Capcom vs. SNK 2/Marvel vs. Capcom 2/Guilty Gear XX/Super Street Fighter II Turbo* Weekly Tournaments**
Contact: Camelot Golfland
3200 Carpenter Ave.
Anaheim, CA 92806
(714) 630-3343
www.golfland.com

***Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4* Tournaments**
Contact: University Pinball
4006 Spruce St.
Philadelphia, PA 19104
(215) 387-3923
www.universitypinball.com

***Street Fighter III: 3rd Strike/SVC Chaos: SNK vs. Capcom/The King of Fighters 2003* Monthly Tournaments**
Contact: Game Zone X
14447 Roscoe Blvd.
Panorama City, CA 91402
(818) 894-0303

CAPCOM's NICKEL CITY

Weekly Capcom Tournaments
Contact: Amar Patel
Capcom's Nickel City
555 Waukegan Road
Northbrook, IL 60062
(847) 559-8727

***Street Fighter III: 3rd Strike/Guilty Gear XX* Monthly Tournaments**
Contact: Chad Reznicek
Family Fun Center
7052 Dodge Street
Omaha, NE 68132
(402) 554-1925
www.familyfuncenter.net

24 HOURS OF FUN Brian's

***Marvel vs. Capcom 2/Capcom vs. SNK 2* Monthly Tournaments**
Contact: Hawaiian Brian's
1680 Kapiolani Blvd.
Honolulu, HI 96814
(808) 946-1343
www.hawaiianbrians.com

***Street Fighter III: 3rd Strike/Guilty Gear XX/Marvel vs. Capcom 2/Capcom vs. SNK 2* Weekly Tournaments**
Contact: Richard "Shogo" Andrade
Family Funtime Inc.
10363 Balboa Blvd
Granada Hills, CA 91344
(818) 360-0419

8 ON THE BREAK

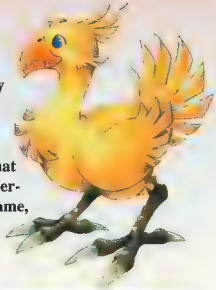
***Marvel vs. Capcom 2/Tekken 4/Capcom vs. SNK 2* Weekly Tournaments**
Contact: Chris Cotty
Eight on the Break
340-346 North Ave.
Dunellen, NJ 08812
(732) 752-8880
http://www.thebreak.net

***San Francisco Rush 2049* Weekly Tournaments**
Contact: Brian D. Greer
Longhorn Saloon & Restaurant
10011 Bridgeport Way, S.W.
Tacoma, WA 98499
(253) 581-2580

FINAL FANTASY WORLD

Vol. 9

by Charlotte Chen



If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this monthly column is for you!

FINAL FANTASY CRYSTAL CHRONICLES™

First of all, many apologies for taking so long to write about this game again. *Final Fantasy: Crystal Chronicles* is the only *Final Fantasy* title available on the GameCube, and it's also the only one aside from *Final Fantasy XI* with multiplayer options. When you start the game, it begins a beautiful and haunting melody that accompanies some gorgeous graphics and artwork.

The World

The default name of the game world is Tipa, which we'll just take as a shout-out to *Tips & Tricks*, even if it wasn't intentional. Miasma infuses the atmosphere, making it lethal to humans, but it can be held back by the use of myrrh, precious drops of which can be collected from myrrh trees in different areas. Caravans of adventurers go on quests to collect the drops and bring them back to the cities, where large crystals are centrally placed to protect the entire population from miasma. The myrrh helps sustain the crystal's energy.

Characters

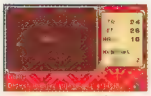
There are four different tribes in the game: Clavats, Lilties, Yukes and Selkies. All of them are at least vaguely humanoid and have eight different appearances, which means that you'll have a total of 32 possible character appearances to select from. Your tribe affiliation affects your character's various strengths and weaknesses, and also what type of weapons and armor you can equip. In addition to selecting a tribe and an appearance, you can also select your character's family trade. The available occupations are: blacksmith, tailor, farmer, rancher, miller, fisherman, merchant or alchemist. The trade determines what type of items your family is likely to send you, and what you should send them in return.

Radars

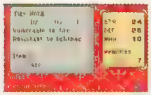
Multiplayer action requires the use of a Game Boy Advance with a GameCube Game Boy Advance Cable. Up to four players can participate, which means that up to four different exclusive information screens are randomly provided to different people. These include a Terrain Radar, a Monster Radar, a Treasure Radar and a Scouter (which shows you detailed information about monsters you've encountered). As you travel to different areas in the game world, the radars are randomly redistributed amongst the players.

Terrain Radar

Monster Radar



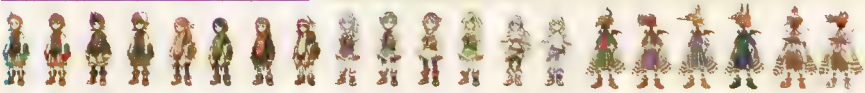
Treasure Radar



Scouter

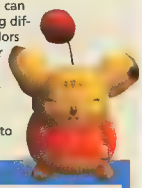
Gameplay

Despite the high technical requirements to play this game (at least if you want to experience it to its fullest potential), the gameplay is quite simple. In fact, there are just two buttons you primarily use: the **A** button to perform an action and the **B** button to cancel. There's a small space underneath your character's name that tells you what action you'll perform when you press the **A** button, and you can scroll through these possible actions using the shoulder buttons. If you want to perform an enhanced physical or magical attack, all you have to do is keep the **A** button depressed until you see your character start to charge up, then release it to attack. The gameplay is so simple, in fact, that sometimes when you aren't paying attention to which action is currently selected, you accidentally perform the wrong one. The other major aspect of gameplay is the chalice, which is a small container of myrrh that creates a protective field around your character to protect them from miasma. Staying outside of this field for too long causes damage to your health, while staying within slowly recovers it.



Solo Adventuring

If you choose to go solo, you will be accompanied by a moogle named Mog, who carries your chalice for you. One very annoying aspect of this is how often Mog complains by saying, "It's your turn to carry the chalice, kupo!" or "Let me carry the chalice, kupo!" sometimes at very inopportune moments, such as when you're in the middle of fighting several enemies. You can paint Mog different colors whenever you stop by in a moogle house, and this will affect the kind of radar your player can use. [Note: You need to connect a Game Boy Advance to controller port 2 if you want to use radars during a single-player game.]

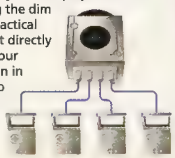


Mog's Mood Swings	
Terrain Radar	Appears if there was no paint on Mog
Monster Radar	Appears if Mog is painted mostly red
Treasure Radar	Appears if Mog is painted mostly blue
Scouter	Appears if Mog is painted mostly green

Several disadvantages are present for the single player. The fights are very difficult, since trying to manage attacking, defending, healing and staying within the chalice's zone of protection is a huge headache. You also cannot participate in some of the multiplayer mini-games that become unlocked, and you don't get the advantage of additional radars. On the other hand, you don't have to compete with other players for the best artifacts, and it's easy to choose the best upgrades for your character.

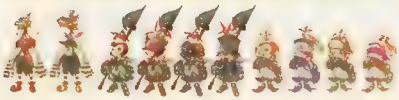
Multiplayer

Everything about this title screams at you to play multiplayer. There are a lot more features, it's more fun and it makes the game much easier to get through. The disadvantages are only the expensive requirements. All the players must have both a Game Boy Advance and a GameCube Game Boy Advance Cable. Although it works with the original Game Boy Advance, I would go one step further and say that all players need a Game Boy Advance SP, since using the dim screen of the original GBA is impractical unless you are playing with a light directly over it. Trying to piece together four systems and cables is difficult, even in our offices, so a casual gamer who doesn't normally buy peripheral equipment is going to have to shell out some bucks to experience multiplayer action.



Final Thoughts

At the risk of getting confused with Jerry Springer, I'll add my last thoughts to wrap things up. *Final Fantasy Crystal Chronicles* is a good game, with some of the most amazing visuals I've ever seen on the GameCube. I especially liked the refraction of characters when seen through the large town crystals; that was incredible. I would say the game is great, but I'm still too frustrated with the equipment required to play multiplayer, which makes it a very heavy investment. However, the gameplay experience in multiplayer is excellent, and the Game Boy Advance offers much more flexibility in multiplayer than a conventional controller could, with minimal interruptions for other players while people are managing their individual menus. In other words, I don't like needing to use the GBA, but I understand why it's better.

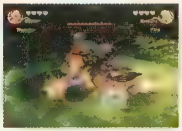


A Year in the Life

The game is divided into several years which end only after you collect three drops of myrrh. Here's a brief rundown of the first year in the game, which includes boss encounters at the River Belle Path, the Iron Mine Downs and the Mushroom Forest.

River Belle Path

This area is fairly simple, with goblin enemies that move pretty slowly as they throw rocks at you. The path is small, and it's easy to navigate.



Boss: Giant Crab

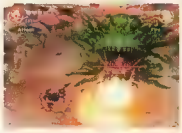
This is a basic fight; just beat it up and heal yourself when you get a chance. Before entering any boss fight, prepare your command list by putting more healing spells and items on. If you're in a party with multiple members, one of you should have the Life spell.

Mushroom Forest

The enemies here like to use poisonous attacks. If your hearts are pinkish, you should use the "Clear" spell to cure yourself. Otherwise, just wait a moment without moving and it will eventually pass. Movement through the forest requires the use of springy mushrooms at certain points to launch you into different areas.

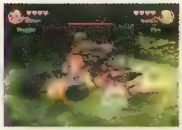
Boss: Malboro

Like other enemies here, the Malboro likes to use poison...but as long as you cast strong fire spells against it, the fight probably won't last long enough for this to matter. In multiplayer mode, line up your targeting circles to unleash more powerful versions of your spells.



The Mine of Cathuriges

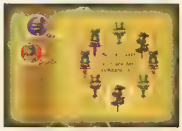
Bombs are inside all the lamps here...and they'll explode when they die, so watch out! Also, the enemies are a little tougher than in the other two areas, because they've got armor and weapons, and will gang up on you.



Boss: Orc King

He may be very strong, but he's also slower than you, so just avoid his attack by running behind. With more than one character attacking him, he seems to concentrate more on one than the other, so have one person distract him while another attacks from behind.

At the end of each boss fight, you're taken to a screen that shows you the artifacts you picked up in the area. Each of these has a differing status upgrade you can use on your character, such as adding an extra command slot so you can perform more actions or increasing your strength or magic. Depending on how well you performed according to the game's criteria for that particular dungeon, you're awarded bonus points, with the highest earner getting first choice on artifacts. Check your radar to see what conditions you need to meet to get bonuses, since they are different for each character and change with each new area. Also, after the boss fights, a mailmoogle waddles up to each character with a letter from their respective families. Once the entire year is over, celebrations are held at the character's hometown, and then it's off for another year of adventure.



FINAL WORD

If you have questions, comments or suggestions on what you'd like to see in this column, go ahead and send them to:

Final Fantasy World
c/o *Tips & Tricks* Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

Greetings, sports fans, and welcome to the Tips & Tricks sports section! In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS SPORTS DESK

by Anatole Brown

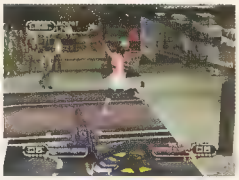
Vol. 43

NBA Ballers

Midway was once the king of over-the-top sports games with games like *NBA JAM* and *NFL Blitz*, but lately EA Sports BIG has been beating Midway at their own game with their popular *Street* series. With the release of *NBA Ballers*, however, Midway has declared that the competition is far from over. In fact, *NBA Ballers* captures the hip-hop culture of today's NBA better than any basketball game to date. Because the main focus is one-on-one street basketball, the game almost feels like a fighting game, replete with counters and combos. With only two players on the court, the game can afford to have highly detailed characters and incredibly smooth animation. Those of you who have played Midway's *NBA JAM*, *NBA Hoopz* or *NBA Showtime* should feel right at home with the controls. The meat of the game is in the "Rags to Riches" mode, where you take a no-name created character and challenge the NBA's elite players. As you build up your player, he will also become privy to materialistic rewards like mansions, sports cars, stylish clothing and even a posse of his own. If you're into online play, it's a good idea to start in this mode, creating and building up your own unique player to impress the rest of the world. Besides, a maxed-out created player can become more powerful than any of the game's NBA superstars. Deciding what kind of player to create at the beginning will strongly influence how your player will play for the rest of the challenge. For example, a smaller player will play like a guard with better handling and quicker speed. A bigger player will have more post move abilities and the ability to run over smaller, weaker players. As you progress in the Rags to Riches mode, make sure you don't waste too much cash on external appearances like attire, rides and friends. You should focus on spending your loot on Specials that will help you bring the heat to your opponent. The default created player will start without any Specials, like On Fire mode, Hot Spots, Alley-Oops, Pass to Friend, etc. The Specials will give you the much-needed edge when you play against super-skilled NBA players, so spend wisely.

Like all of Midway's over-the-top sports titles, smart use of the Juice (Turbo) meter can make or break your game. It's tempting to have the Juice button held down the whole time, but that will only hurt you in the long run. Since most games in *NBA Ballers* are under two minutes long, you need to be sparing on the Juice, because you need it for both offense and defense. Most challenges require you to score 11 points before your opponent does, so you'll need to at least cause one or two turnovers if you're going to win a game. Although stealing is the quickest way to cause a turnover, it also carries the most risk. Missing on a steal move is almost a surefire way for the opponent to get a clear path to the basket. The most effective way to get the ball in your hands is to stand in front of the opponent and take a charge. If your opponent is pass-happy, standing between the player and his off-court "friend" is also a good way to intercept a pass.

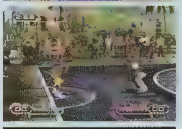
As you get familiar with the trick system, stringing combos together will become your main focus. Combos will increase your House meter so you can "bring the house down" with an alley-oop slam. One of the most devastating penalties is the shot clock violation—it will deplete your entire House meter, so you have to be quick and decisive when taking a shot.



NBA Ballers is a very unique take on basketball games and we're pretty sure the folks at EA Sports BIG are taking a long and hard look at how they can incorporate some of these features into the *NBA Street* franchise. Big props to Midway for sticking it right to their competition with a fun and exciting title that in many ways redefines the over-the-top sports genre once again.

NBA Ballers Cheat Codes

PS2 XBOX



At the match-up screen—where it says "Today's Episode," just before the game starts—enter the following codes by pressing the Act a Fool, Alley-Oop and Shoot buttons the number of times specified, followed by any direction on the D-pad or left analog joystick. For example, to enter the "Big Head" code, press the Act a Fool button once, the Alley-Oop button three times and the Shoot button four times, then press **Up**, **Down**, **Left** or **Right**. A message will appear to confirm each code.

1-3-4—Big Head

4-4-3—Young Ballers

5-3-6—Pass 2 Friend Ability

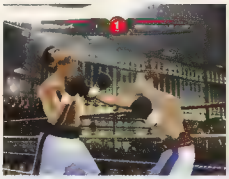
MLB Slugfest: Loaded

Midway's "aggressive-style" baseball game series returns to the PS2 and Xbox complete with online multiplayer capabilities, voice chat and tournaments for both systems. The new in-depth Franchise Mode includes fantasy drafts, free-agent signings, minor league stats and full roster management options that put you in control like never before. New gameplay features include trick pitches, smart hitting and "Perfect Swing" technology, which allows you to smack the ball into specific areas by aiming with the left analog joystick. Want to swing for the fences? Push the left stick straight up to blast the ball out of the park. Want to see Alex Rodriguez and Derek Jeter earn their bloated salaries? Use the left stick to lift a low pitch over the infielders and avoid possible ground balls. If you're in the mood to hit home runs all night against your unsuspecting buddies, choose the Colorado Rockies' Coors Field and watch fly balls travel 40% further. Of course, you can still bean the batters, dodge the heaters and charge the mound. If you can't swing at a pitch called "Cobra," you'd rush the mound, right? Players are still capable of becoming "on fire," allowing enhanced batting and pitching capabilities. If you don't like the rule-breaking *Slugfest* style of play, you can choose the "MLB Classic" mode for fast-action gameplay with the realism and subtlety of Major League Baseball, or create your own custom game that combines the outrageousness of *Slugfest* with the restraint of the majors.

Fight Night 2004

Formerly known as the *Knockout Kings* series, EA Sports' boxing franchise has undergone a few changes in this year's release for both PS2 and Xbox, including—for the first time ever—the ability to compete online via the PS2 Network Adapter. With "Total Punch Control," you have the ability to mimic the motion of a boxer's fists with the right analog stick to hurl any type of punch from any angle in any combination. In order to be the champion of the world, you'll need to spend some time sparring in the training center before creating a boxer in Career Mode, or choosing from various boxing legends such as Roy Jones Jr., Rocky Marciano, Muhammad Ali, and "Sugar" Ray Leonard. By purchasing new items in the Fight Store, you can upgrade your image with accessories like new trunks and gloves; you can also acquire signature punches, taunts and even a ring girl for your entourage!

Your best bet at coming up with a safe, effective offense is by using a steady combination of hooks, straight punches and body blows. Use counter punches after dodging or blocking an opponent's punch. Don't throw a random barrage of punches at your opponent; your stamina and power will decrease astronomically if your attacks do not connect. The toughest thing to get used to in *Fight Night 2004* is trying to get up after a knockdown. When your fighter is on the canvas, you must clear your vision by aligning the referee images into one clear picture. The best way to do this is to pick a logo from the referee's clothing and focus on it. You'll need to move the left and right analog sticks to clear up the blurred images before the "10" count has ended. With unique features like this, *Fight Night 2004* should satisfy the hungry boxing fan's appetite.



MVP Baseball 2004 Secret Codes

From the main menu, select "Roster Management" and enter the "Create Player" option. Next, enter the following names in their respective First Name and Last Name fields. You will need to draft the created players from the "Free Agents" menu in order to play them. Note: Enter all of the names with the smaller (lowercase) letters only.

keegan paterson—
Player with huge bat

jacob paterson—
Player with huge bat

isaiah paterson—
Player with huge bat

erik kiss—
Player with skinny bat

john prosen—
Player with giant cap/helmet

EA SPORTS LIVESTYLE TOURNAMENT

At the recent NBA All-Star Weekend in Los Angeles, EA Sports held the finals for the nationwide *NBA Live 2004* tournament. 21-year old Paul Malbry from L.A. defeated 22-year old Leonard Waters from New York to be crowned the *NBA Live* Champion. He will earn a cameo in the upcoming *NBA Live 2005*, so keep an eye out for him! Congratulations, Paul!

TIPS & TRICKS COLLECTOR'S CLOSET

Vol. 32

by Joe Santulli

Are you a video-game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collectors' column is for you!

PRESERVING YOUR COLLECTION

So you've got a top-notch video-game collection—you've become the envy of your friends and a curiosity to your family. You're at the top of the world! So let me ask you: What will your collection look like in 10 years? How about in 50?

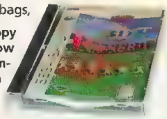
Collectors from every walk of collecting life have techniques and take precautions to keep their collections as pristine as possible as the years roll by. The environment is your collection's worst enemy, and you are it's protector. Here are some of the things you can do to preserve your collection, keeping it top-notch for generations to come.

• Enclose your valuables in polyethylene bags. They're cheap, they come in a variety of sizes and they protect your goods from dust, smoke and the dreaded "fingerprints" that ultimately degrade their condition. I recommend The Associated Bag Company (www.associatedbag.com) for these. Associated Bag will send free samples from their extensive catalog so you can "trial and error" the sizes that work best for the items you want to protect. For the older, '80s Atari-era cartridges, I use the 2-mil 6" x 8" bags, which comfortably hold your cartridge and can be snugly secured with a fold and a piece of tape. You can get 1,000 of these for about 15 bucks.

Keep your precious games safe from the elements in polypropylene or polyethylene bags.

• If you really want your items to look slick, use polypropylene bags instead of the standard polyethylene. Polypro is a high-clarity plastic that really shows off its contents. It's a little more expensive, but nicer for presentation purposes.

• If you put your cartridges or manuals in bags, don't seal them airtight. Moisture sealed inside can condense under the right conditions and cause water damage. Putting a small vent hole in the bags is a good idea.



This neglected copy of *3D Baseball* now has a three-dimensional instruction manual.

Which copy of *Double Dragon* was on display in a video store window?

• Keep everything out of direct sunlight. If you've ever seen a faded game box or cartridge label, this is most likely the cause. Having your games displayed under a window is a sure way to kill your artwork.

• Even the most avid collector ends up with "loose" CDs at some point, whether they be pick-ups from a flea market or demo discs acquired from magazines. Be sure to keep your loose CDs and DVDs in jewel cases, DVD cases or even those fancy folders where you slide CDs into pages. This prevents scratching, the CD and DVD owner's worst enemy.

• Don't store loose CDs or CD cases in regular plastic bags. There are additives that keep the bags from being too slippery that will cause fine scratches as items are inserted and removed. Use paper and Tyvek CD sleeves that better protect discs.

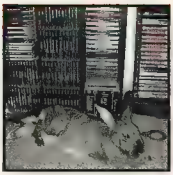
• Though it's easier said than done, keep your games away from cigarette smoke. If you're a smoker, you may not even realize what's happening, but to a non-smoker, the residue left behind never really gets out, and it devalues the worth of your games.

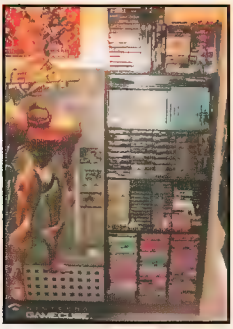
You can always tell when you buy from or trade with a collector who smokes.

• On a very specific note: Don't stack your Sega CD or Sega Saturn cases face up, with the manual on top. Over time, this will cause the manual to warp, since all that's holding it in place are the tiny tabs on the edges. Once warped, it's a chore getting them back to flat.

ROOM OF DOOM

Welcome to the room of Nate "Maxlords" Van Lindt of S. Ontario, Canada, whose 700 games are well-protected by his pet rabbit. Nate has been amassing games since 1995, and only buys games he will enjoy playing—particularly RPGs, platformers and shooters. He's also a self-proclaimed 2-D game fan. Go Nate!





I invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tips & Tricks Collector's Closet*. Send two or three photos of your proudly-displayed games to "Room of Doom," c/o *Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell me about the highlights of your collection.

CATCHING UP WITH SONIC

With the rebirth of Sonic the Hedgehog on the current generation of consoles, many gamers are now reflecting on the history of Sonic and his various incarnations over the past 13 years. The good news for collectors is that should you decide to collect all of the titles for this fun-loving character, you're going to have a very high-quality, fairly easy-to-obtain library of games. The bad news is that you'll eventually need a copy of *Sonic Adventure Limited Edition*—a title that's currently giving fits to Dreamcast collectors who can't find it—to compete your collection. The following list includes Sonic-related games released in North America for consoles and handhelds, but not computers or the dedicated handhelds such as the ones Tiger puts out in boatloads. Also note that there are packaging variations for a number of Sonic titles, as they are often found as pack-ins (with "not for resale" boxes and/or cartridge labels) or reissues. I'll leave the variations to you, or for another edition of *Collector's Closet* sometime down the road.

Sonic the Hedgehog (Sega)
System: Genesis
Scarcity: 1

Sonic the Hedgehog (Sega)
System: Master System
Scarcity: 5

Sonic the Hedgehog (Sega)
System: Game Gear
Scarcity: 2

Sonic the Hedgehog 2 (Sega)
System: Genesis
Scarcity: 1

Sonic the Hedgehog 2 (Sega)
System: Game Gear
Scarcity: 1

Sonic the Hedgehog 3 (Sega)
System: Genesis
Scarcity: 2

Sonic & Knuckles (Sega)
System: Genesis
Scarcity: 2

Sonic CD (Sega)
System: Sega CD
Scarcity: 2

Dr. Robotnik's Mean Bean Machine (Sega)
System: Genesis
Scarcity: 2

Dr. Robotnik's Mean Bean Machine (Sega)
System: Game Gear
Scarcity: 2

Sonic Classics (Sega)
System: Genesis
Scarcity: 4

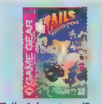
Sonic Spinball (Sega)
System: Genesis
Scarcity: 2

Sonic Spinball (Sega)
System: Game Gear
Scarcity: 1

Sonic the Hedgehog: Triple Trouble (Sega)
System: Game Gear
Scarcity: 1

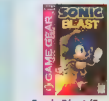
Sonic Chaos (Sega)
System: Game Gear
Scarcity: 1

Sonic Labyrinth (Sega)
System: Game Gear
Scarcity: 3


Tails Adventure (Sega)
System: Game Gear
Scarcity: 5

Sonic Drift 2 (Sega)
System: Game Gear
Scarcity: 3

Knuckles Chaotix (Sega)
System: Genesis 32X
Scarcity: 3


Sonic Blast (Sega)
System: Game Gear
Scarcity: 4

Sonic 3D Blast (Sega)
System: Genesis
Scarcity: 4

Sonic 3D Blast (Sega)
System: Saturn
Scarcity: 3

Sonic R (Sega)
System: Saturn
Scarcity: 3

Sonic Jam (Sega)
System: Saturn
Scarcity: 4

Sonic Jam (Tiger)
System: Game.com
Scarcity: 1

Sonic the Hedgehog's Gameworld (Sega)
System: Pico
Scarcity: 4

Tails and the Music Maker (Sega)
System: Pico
Scarcity: 3

Sonic the Hedgehog Pocket Adventure (SNK)
System: NeoGeo Pocket Color
Scarcity: 2

Sonic Adventure (Sega)
System: Dreamcast
Scarcity: 1

Sonic Adventure Limited Edition (Sega)
System: Dreamcast
Scarcity: 7

Sonic Adventure 2 (Sega)
System: Dreamcast
Scarcity: 2

Sonic Shuffle (Sega)
System: Dreamcast
Scarcity: 1

Sonic Advance (THQ)
System: Game Boy Advance
Scarcity: 1

Sonic Advance 2 (THQ)
System: Game Boy Advance
Scarcity: 1

Sonic Pinball Party (Sega)
System: Game Boy Advance
Scarcity: 2

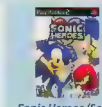
Sonic Battle (THQ)
System: Game Boy Advance
Scarcity: 1

Sonic Adventure DX: Director's Cut (Sega)
System: GameCube
Scarcity: 1

Sonic Adventure 2 Battle (Sega)
System: GameCube
Scarcity: 1

Sonic Mega Collection (Sega)
System: GameCube
Scarcity: 1

Sonic Heroes (Sega)
System: GameCube
Scarcity: 1


Sonic Heroes (Sega)
System: PlayStation 2
Scarcity: 1

Sonic Heroes (Sega)
System: Xbox
Scarcity: 1

CLASSIC GAMING EXPO 2004 ANNOUNCED

It's official! The 2004 Classic Gaming Expo will be held on August 21 and 22 at the San Jose McEnery Convention Center in San Jose, California. Due to ever-growing attendance, the Expo organizers were compelled to seek larger quarters for this, their seventh annual event—the industry's largest show dedicated to the preservation and celebration of video-game history. Organizer John Hardie stated, "Las Vegas has been very good to us, but over the past couple of years, attendance has risen to the point that it was getting a little crowded there. Since many of the Expo alumni and sponsors are located on the West Coast (not to mention a larger collector base and game press), it has become more convenient and comfortable for everyone to relocate to California."

This year's Classic Gaming Expo will utilize more than 30,000 square feet of exhibit space in the San Jose McEnery Convention Center. The main show floor will see an increase of over 7,000 square feet while the keynote speaker room and museum of gaming history will double in size.

For more details or to register, see the official Classic Gaming Expo website at www.cgexpo.com.

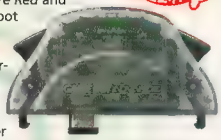
JAPAN REPORT!

by Anatole Brown

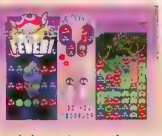
Vol. 76

WIRELESS JOY

Nintendo recently started setting up wireless "zones" for the Game Boy Advance Wireless Adapter, a new wireless communication attachment for the GBA which is being sold together with copies of *Pokémon Fire Red* and *Leaf Green* in Japan. These wireless hotspot zones, called JoySpot, can be found in places like toy stores where an orange sign will indicate the communication area. People can gather around the area with their GBA Wireless Adapters and download new content, play various games and even communicate with others, all for free. A separate JoySpot cartridge for the GBA is necessary for most functions, but *Pokémon Fire Red* and *Leaf Green* have added options called "JoySpot Challenge Battle" and "Fushigina na News Haishin Service" ("Mysterious News Distribution Service") specifically tailored for the Joyspot service areas. Future titles like *Mario Golf Advance Tour* for the GBA will also have JoySpot-ready options. There has been no word from Nintendo as to whether this service will be available in the U.S., let alone if *Pokémon Fire Red* and *Leaf Green* and the Wireless Adapter will ever be released here.

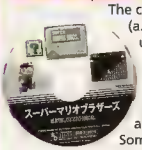


LAST CHANCE DREAMCASTS



It's hard to believe that Dreamcast games are still being released in Japan, especially after Sega halted production of the hardware in the Spring of 2001. In February of this year, Sega released *Puyo Puyo Fever* for the Dreamcast and offered one last chance to pick up the Dreamcast hardware as a bundle pack with the game. Although the Dreamcasts in the bundle were all previously owned, Sega refurbished each unit to make them just like new. The entire bundle costs 13,482 yen (around $122)—not exactly a bargain for a used Dreamcast, but apparently demand is still very high and the units are close to sold out. There are still a number of popular dating sim-type titles still being released on a regular basis for the Dreamcast in Japan, so the hardware still has legs for Sega.

GAME SOUND MUSEUM



The celebration of the 20th anniversary of the Famicom (a.k.a. Nintendo Entertainment System or NES) continues with Game Sound Museum: Famicom Collection from MegaHouse. For a mere 300 yen (about $2.65), you get a pack of yogurt candy plus a 3-inch mini-CD of a popular Famicom game soundtrack. You can collect 20 in all, but five of them are very rare and hard to find. Some of the soundtracks include: *Super Mario Bros., Donkey Kong, Donkey Kong Jr., Ice Climber, The Legend of Zelda, Metroid* and more! Not only is the soundtrack on the CD, but sound effects from the game can also be heard along with the music. Look out for it at supermarkets that sell Japanese candies.

STEEL RIDES

If you think Capcom's *Steel Battalion* controller is over the top, then check out these outrageous cockpits built to house the giant controller! With the release of *Tekki Taisen* (*Steel Battalion: Line of Contact* in the U.S.) for the Xbox, two companies—Mushaburui and Proto-type, Inc.—are supporting the product with full-size cockpit simulators for people who want to take their mech simulation experience to the next level. The black and orange Mushaburui Steel Armor cockpit is based on Mushaburui's driving seat frame for racing games. The Steel Armor controller is basically a plastic seat with a flat deck for the controller and a base for the foot pedals. The cockpit can be adjusted to fit any person by moving the seat, controller deck or foot pedal base. Of course, the Steel Armor cockpit can also be used for racing wheel peripherals as well. Unlike a lot of stuff we feature here in *Japan Report*, this setup is actually available here in the U.S.! You can go to www.fareastgaming.com to purchase it online for $439 plus shipping and handling. The U.S. version has a slightly larger configuration, plus you can add a very comfortable polyurethane fitted cushion to cover the hard plastic seat for an extra $25.

Steel Armor

For the absolute *Steel Battalion* nut case, look no further than Proto-type's Type 00 Replica Cockpit. The Type 00 was first built for Capcom's booth at the Tokyo Game Show last fall, and now Proto-type has made it available to the public. The entire frame is made of solid steel and even has drop-down side visors to totally immerse the player in the *Steel Battalion* world. Only 50 of these beasts have been produced and each one goes for a staggering 249,800 yen (about $2,270)! In the future, Proto-type also plans to create customized versions of the cockpit, which will be named Type 01, Type 02 and so on. In addition to the cockpit, Proto-type also makes the VT Tanker's Helmet. The helmet comes equipped with the Xbox Communicator so you can talk trash online about your extravagant purchases! The cool thing about the helmet is that the voice communication comes only through the headset channel while the rest of the sounds from the game comes from the subwoofer and speaker system of the cockpit, further enhancing the sense of realism for the player. The VT Tanker's Helmet costs 29,800 yen (about $270), which is still much more than the Xbox hardware itself! Check them out at www.proto-type.jp.

Type 00

DO YOU KNOW THE SECRET OF THE MYSTERY CODES?

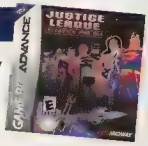
TIPS & TRICKS may be the #1 Video-Game Tips Magazine, but even our most skilled cheat finders get stumped every once in a while. The following codes are known to exist in the games shown, but even after extensive testing, we just can't figure out what they do. (In some cases, they may not do anything.) If you can solve the mystery, you just might win a prize!

#4 JUSTICE LEAGUE: INJUSTICE FOR ALL

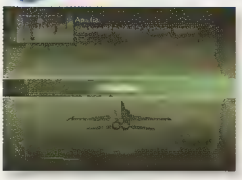
The Codes: Choose "New Game" from the main menu, then enter any of the following codes at the "Enter name" screen:

SAMIKILL
SAMISHOW
SAMICAN

What We Know: These codes are very similar to the other *Injustice For All* codes you'll find in our *Game Boy Advance Tips* section; unfortunately, you won't get any special confirmation to let you know that a cheat is in place. Also note that you can't combine the effects of the codes that are known to work, so you'll have to test these one at a time if you're up to the challenge. *Can you solve the mystery?*



#5 AIRFORCE DELTA STRIKE



The Code: At any time during the game, press **START** to pause, then enter the following code at the "Pause" screen: Press **Up, Up, Down, Down** on the left analog stick, press **Left, Right, Left, Right** on the right analog stick, then press **L3, R3** (push the analog sticks until they click).

What We Know: If you enter the classic "Konami Code" on the D-pad at the "Pause" screen (**Up, Up, Down, Down, Left, Right, Left, Right** followed by either □, △ or ×, ○), you'll hear a chime, but you'll fail the mission as soon as you unpause. However, with this variation, you hear the chime but are allowed to continue. This might be an easy one for those of you who have played the game extensively, as we suspect that the code may have some effect on secret planes like the Vic Viper, which we haven't unlocked yet. *Can you solve the mystery?*

#6 TREASURE PLANET

The Code: At any of the game's menu screens—including the main menu, the Pause menu or any of the Options screens—press **R2, R2, R2, R2, R1, Up, Down, Down,** ○, □, □, **L2, L2, L2.**

What We Know: This code gives you a confirmation sound just like the rest of the *Treasure Planet* codes in our *PlayStation Tips* section, but we're not exactly sure what it does. It's much longer than the rest of the codes, so it ought to be something important. You'd think that there would be a code to unlock all of the items in the Gallery, but we haven't found one, and this code doesn't do that. Try it at different menu screens; maybe you'll spot something we missed. *Can you solve the mystery?*

CRACK THE CODE AND WIN A PRIZE!

Think you've got what it takes to beat the *Tips & Tricks* editors at our own game? Test out these codes for yourself; if you're the first person to tell us exactly what they do, we'll send you your very-own *Tips & Tricks* cap and print your name right here so all the world will know that you were the one who solved the mystery. No guesses now—you must describe the outcome of the game that results from the code so we can verify that your answer is correct. Send your answers to:

Tips & Tricks Mystery Codes
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise!

TIPS & TRICKS (ISSN 1090-641X), Volume XI, Issue 5, May 2004. Published monthly with two exceptions (twice in May and twice in November) by L.F.P., Inc., 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. Copyright © 2004 by L.F.P., Inc. All rights reserved. Nothing herein may be reproduced in whole or in part without written permission of the publisher. Return postage must accompany all manuscripts, photos, drawings, etc., if they are to be returned, and L.F.P., Inc. assumes no responsibility for unsolicited material. All letters sent to *Tips & Tricks* will be treated as unconditionally assigned for publication and copyright purposes and as subject to *Tips & Tricks'* right to edit and comment editorially. SUBSCRIPTION INFORMATION. For subscription customer service, call (800) 621-8977. Basic annual price is $24.95. A one-year U.S. subscription is $19.95 (12 consecutive issues). Foreign subscriptions add $10.00 U.S. funds per year. Single copy $4.99. Change of address. Allow six weeks advance notice and send in both your old and new addresses. ATTN. POSTMASTER: Send change of address to *Tips & Tricks*, P.O. Box 15397, Beverly Hills, CA 90209-9976. Periodicals postage paid at Beverly Hills, California, and at additional mailing offices. Address all advertising materials to: Ad Production, *Tips & Tricks* Magazine, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. *Tips & Tricks* is registered in the U.S. Patent and Trademark Office by L.F.P., Inc. All other trademarks are the property of their respective owners. Printed in the USA.

What...you thought GameShark and Action Replay came up with their own cheat codes?
GET MORE CODES! GET MORE SAVES! CHECK US OUT ONLINE AT
www.codebreaker.com

- over 45,000 cheat codes
- supports more than 650 games
- online access to over 200,000 cheat codes
- supports USB keyboards
- DAY 1 support — get new codes on the first day a game is released

UNLIMITED HEALTH

UNLIMITED AMMO

UNLIMITED WEAPONS

UNLIMITED VEHICLES

UNLIMITED LIVES

WWW.CODEBREAKER.COM

For PlayStation®2

ACCESS TO THOUSANDS OF

CHEAT CODES FOR OVER 650 GAMES

CODEBREAKER

Cheating Made Easy

PELICAN

Pelican and its logo are trademarks. CodeBreaker, the CodeBreaker logo and the Console Protection Guarantee are trademarks of Pelican Performance. PlayStation®2 is a registered trademark of Sony Computer Entertainment. GameShark® is a registered trademark of MadCatz. Action Replay® is a registered trademark of Datel. This product is not designed, manufactured, sponsored or endorsed by Sony Computer Entertainment, MadCatz or Datel.

JEAN RENO AND TAKESHI KANESHIRO

TWO HEROES, ONE DESTINY

500 BC 1000 AD 2100 AD

1100 BC 500 AD 1500 AD

THE FINAL BATTLE BEGINS.

Starring international acting sensations, Jean Reno as Jacques Blanc and Takeshi Kaneshiro as Samanosuke, Onimusha 3 Demon Siege is the final chapter in the Onimusha Trilogy. Two heroes from different lands, travel through time and space to defeat the evil Nobunaga and his hordes of darkness. Control the fate of both men as you journey from 16th Century Japan to modern day Paris and back. The final chapter in the Onimusha trilogy begins.

MATURE 17+ M CONTENT RATED BY ESRB

Blood and Gore
Intense Violence

PlayStation 2

CAPCOM
capcom.com/onimusha3

Character Samanosuke by ©Fu Long Production, ©CAPCOM CO., LTD. 2004 ©CAPCOM U.S.A., INC. 2004 ALL RIGHTS RESERVED. CAPCOM and the Capcom logo are registered trademarks of Capcom Co., Ltd. ONIMUSHA is a trademark of Capcom Co., Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are owned by their respective owners.

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!